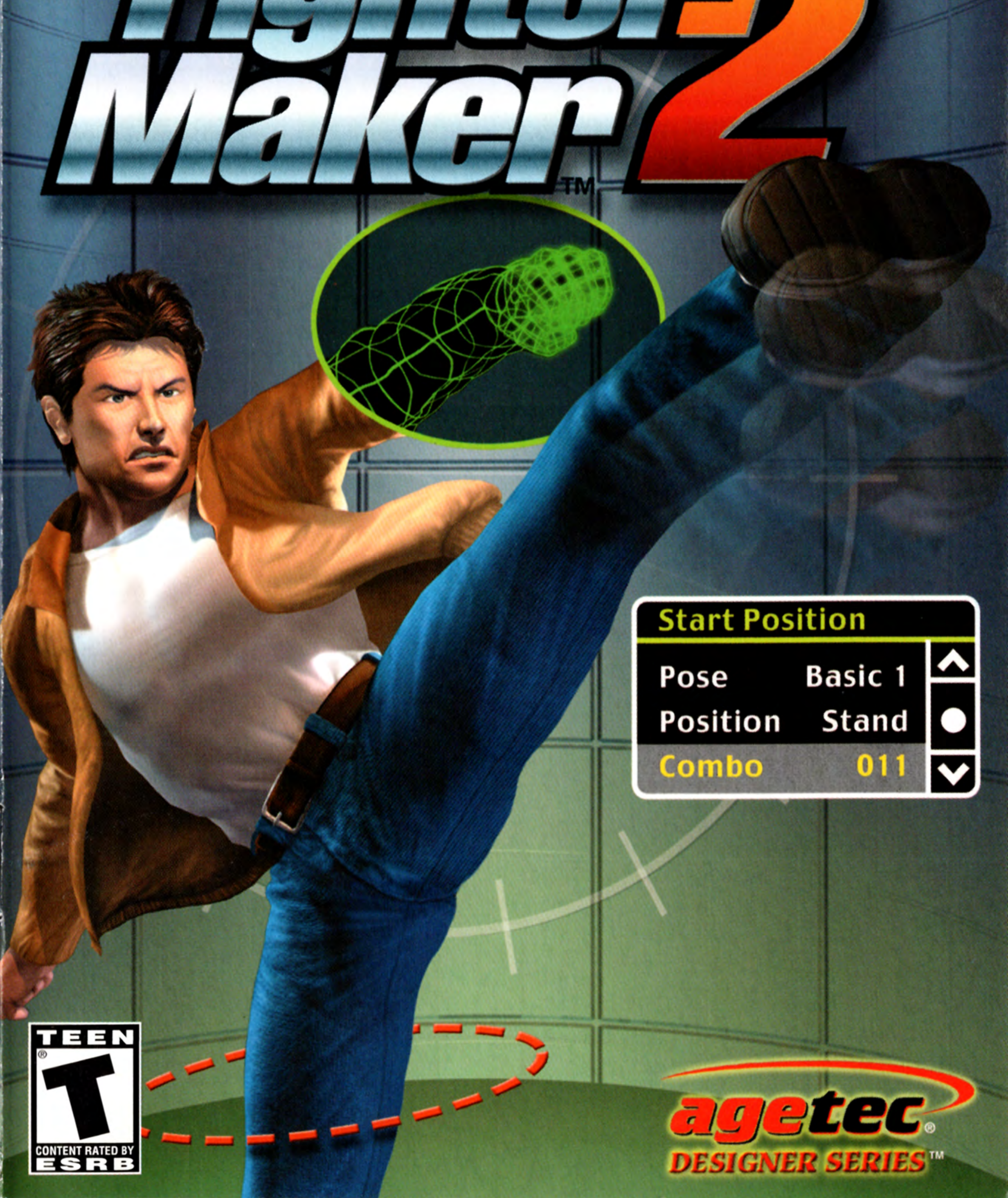
Fighter Maker 2™



TEEN
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CONTENT RATED BY ESRB

agetec®
DESIGNER SERIES™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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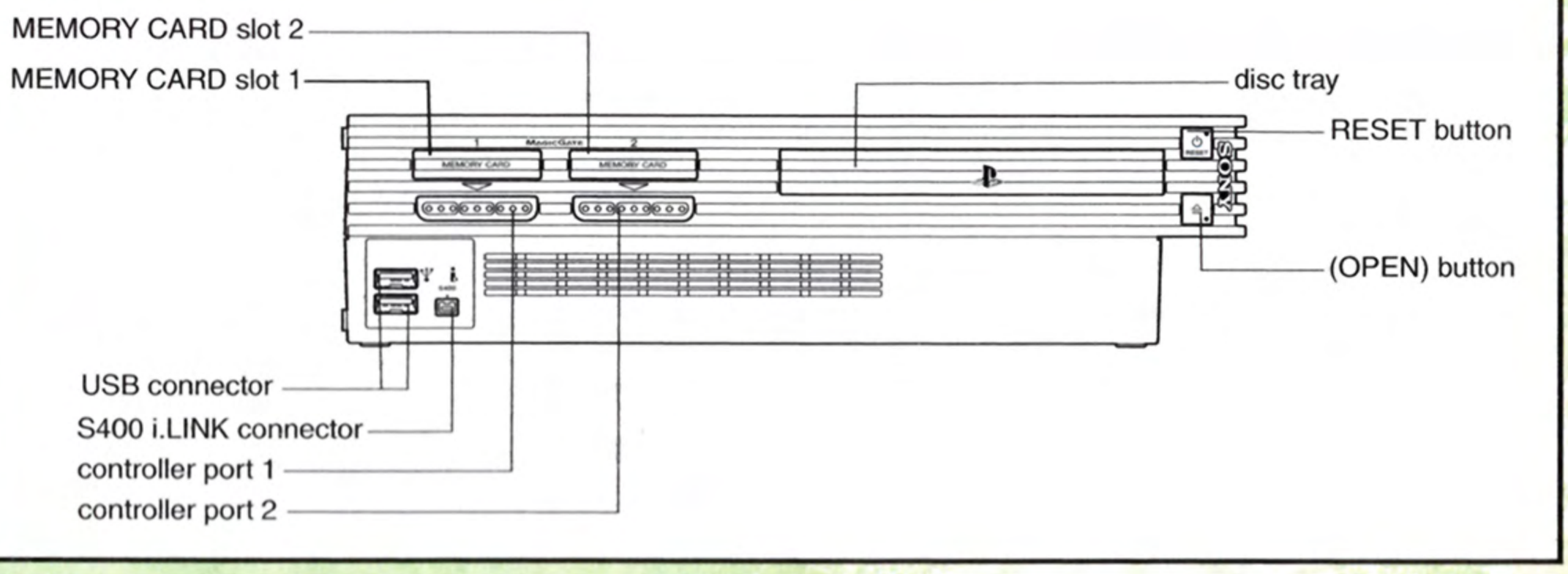
Thank you for purchasing FIGHTER MAKER™ 2, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

* DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.

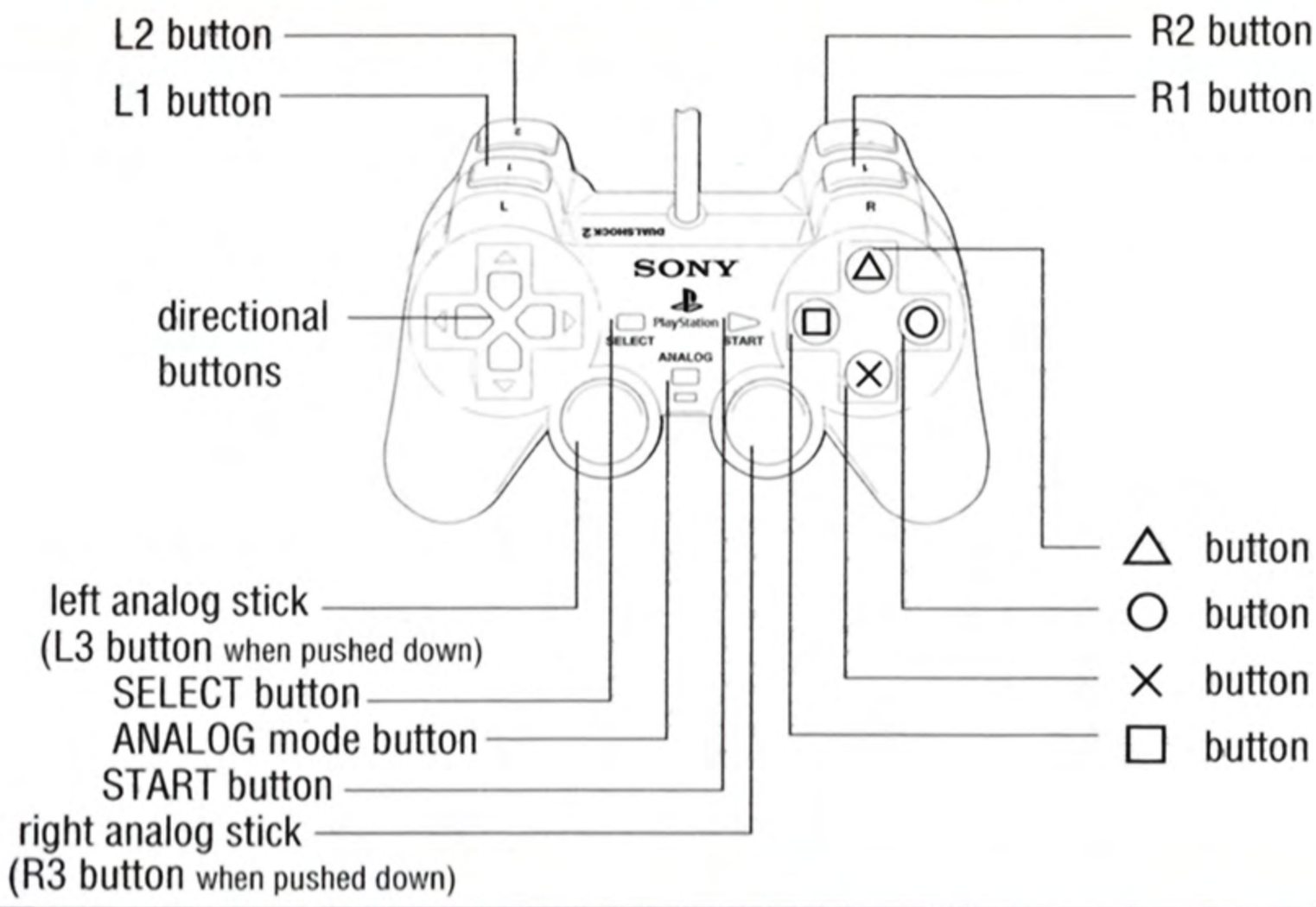
Getting Started

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the (OPEN) button and the disc tray will open. Place the FIGHTER MAKER™ 2 disc on the disc tray with the label side facing up. Press the (OPEN) button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



Operating Instructions

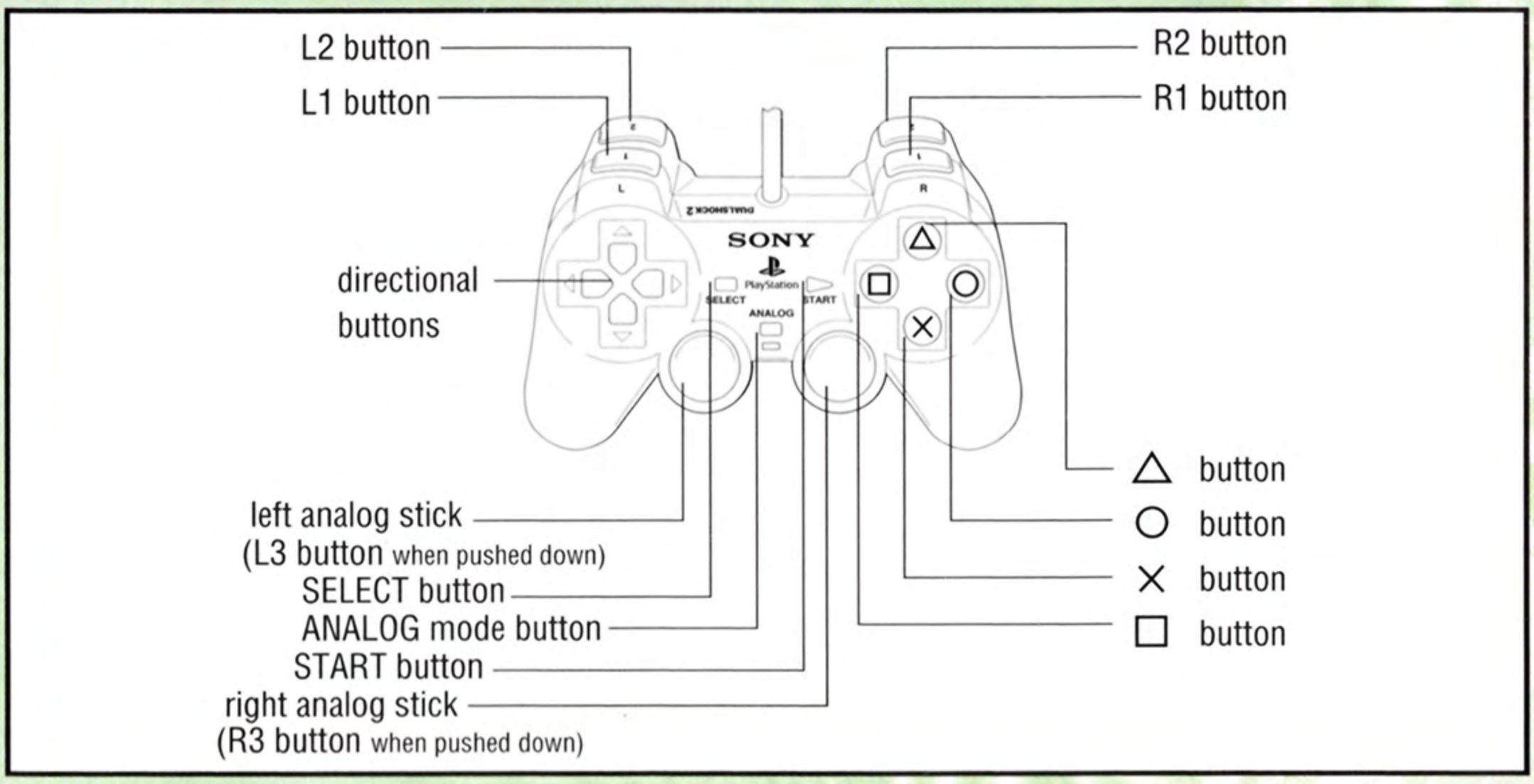
DUALSHOCK®2 analog controller



GAME CONTROLS

Directional buttons	Control character movement
△ button	Punch
× button	Confirm selection
○ button	Cancel selection/Kick
□ button	Not used
START button	Not used
SELECT button	Pause game
R1 button	Guard
R2 button	Not used
L1 button	Not used
L2 button	Not used
left analog stick	Not used
right analog stick	Not used

DUALSHOCK®2 analog controller

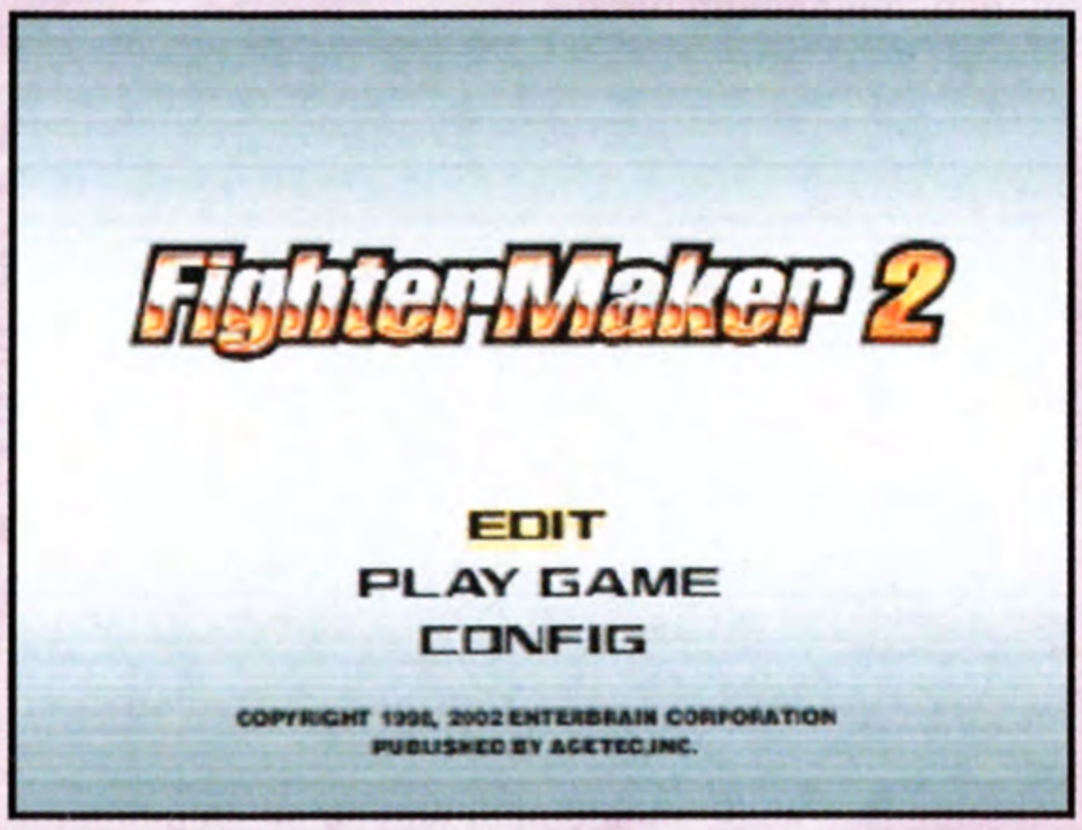


EDIT CONTROLS

directional buttons	Move cursor
△ button	Play sound effect in the Sequence Editor
⊗ button	Confirm selection
◎ button	Cancel selection
▣ button	Hide menu displays
START button	Not used
SELECT button	Not used
R1 button	Move cursor right in text input screen
R2 button	Not used
R3 button	Camera view menu
L1 button	Undo in Motion Editor Move cursor left in text input screen
L2 button	Redo in Motion Editor
L3 button	Not used
left analog stick	Not used
right analog stick	Not used

MAIN MENU

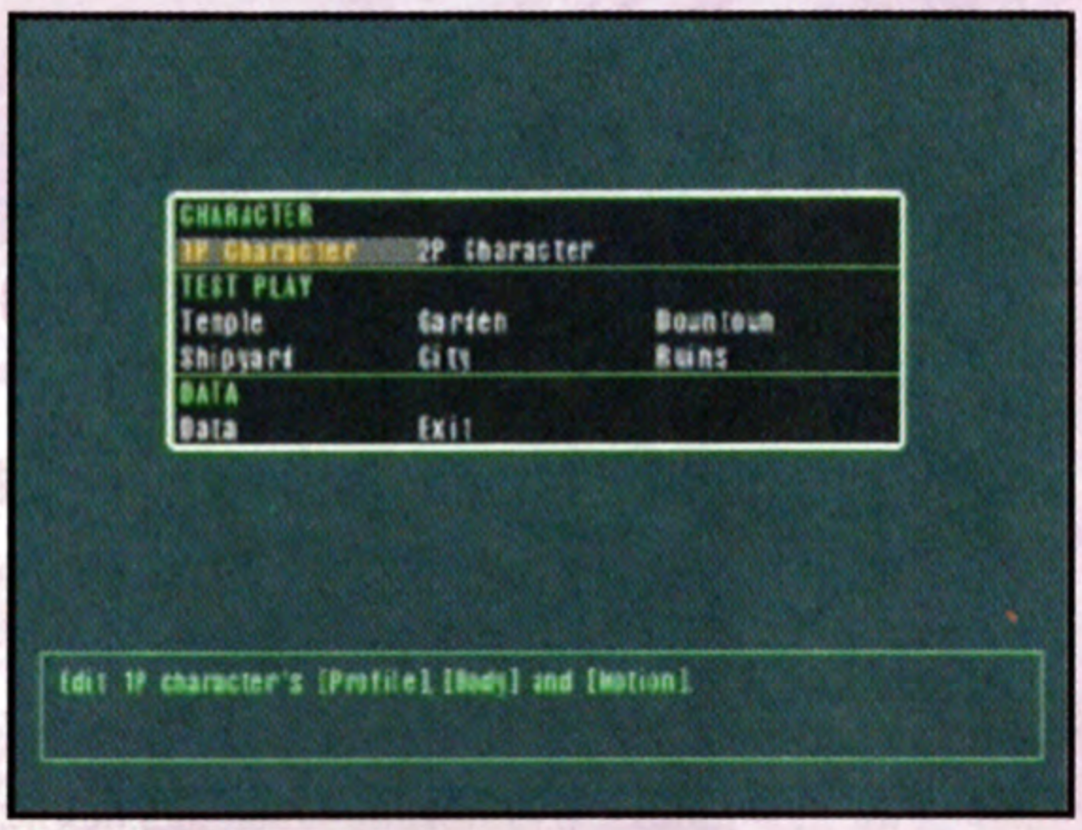
Press the START button at the Title screen to display the Main Menu. The Main Menu consists of the following selections: EDIT, PLAY GAME and CONFIG.



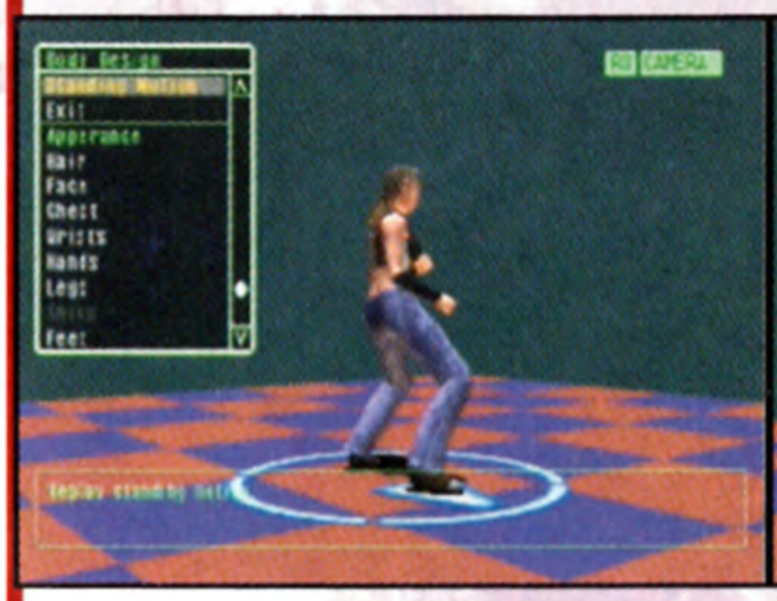
MAIN MENU SELECTIONS

EDIT ➡ {Pg. 9}

Access the EDIT menu to design original characters, edit fighting sequences, and test play character creations.



Design



Edit Sequence

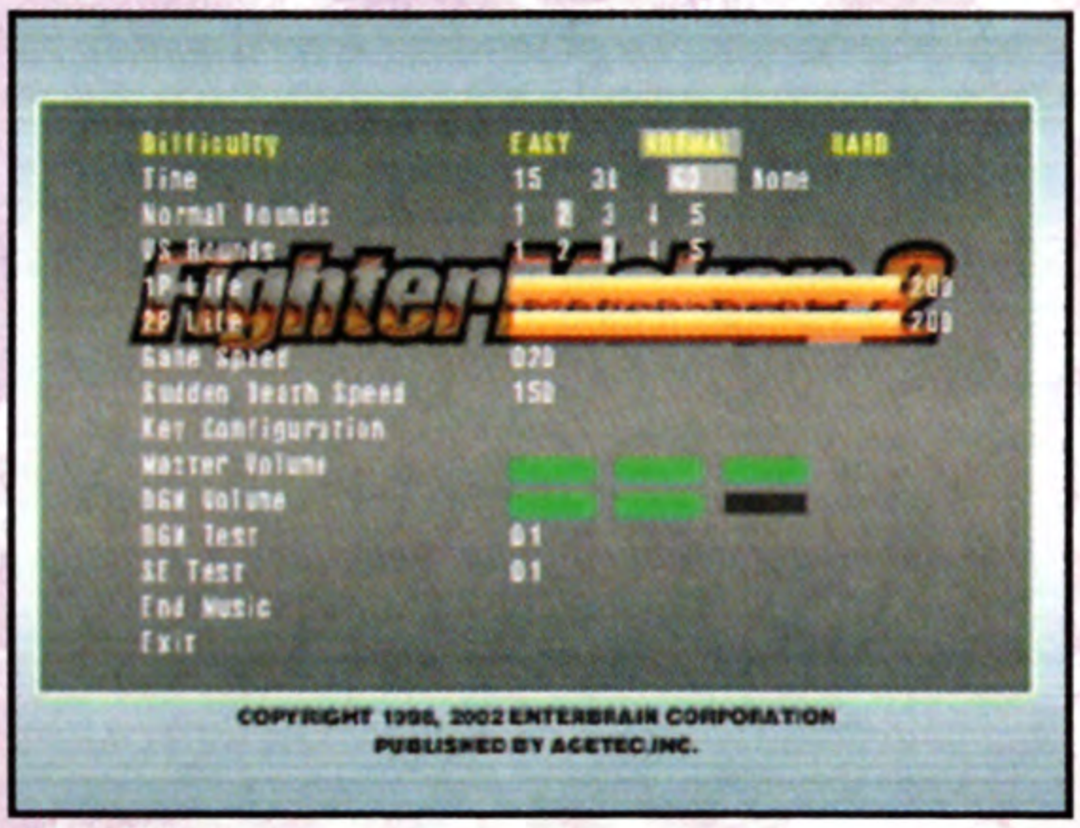
Test Play

PLAY GAME ➡ {Pg. 7}

Select this menu option to play a 1P VS CPU or 1P VS 2P game using either the six sample characters, or by loading player-created characters saved on a Memory Card (8MB) (for PlayStation®2).

CONFIG

Access the CONFIG menu option to adjust/customize game settings.



Difficulty	Set CPU opponent difficulty level (EASY, NORMAL, HARD)
Time	Set round time limit (15, 30, 60, None)
Normal Round	Set the number of 1P VS CPU rounds (1 - 5)
VS Round	Set the number of 1P VS 2P rounds (1 - 5)
1P Life	Set 1P life level (10 - 200)
2P Life	Set 2P life level (10 - 200)
Game Speed	Set game speed (can also be adjusted when the game is paused)
Sudden Death Speed	Set game speed for sudden death round
Key configuration	Customize button settings
Master volume	Set master volume level
BGM volume	Set BGM volume level
BGM test	Sample BGM selections
SE test	Sample SE selections
End Music	Stop BGM/SE sample
EXIT	Return to the Title screen

PLAY GAME

A total of sixteen characters can be made available in this mode (six sample characters, two current edit characters and a maximum of eight saved characters). Matches take place on six randomly selected stages (Temple, Shipyard, Garden, City, Downtown and Ruins.) An ending is displayed after all six of the sample characters are defeated.

Engage in one-on-one combat using sample or player-created characters.

CHARACTER SELECTION

The character selection screen appears after choosing PLAY GAME from the Main Menu. Use the directional buttons to move the red-outlined cursor over the desired character. Press the ⊗ button to confirm selection and begin the game. There are four different outfits for each character. Hold down the START button while pressing either the ⬆ or ⬇ directional buttons to cycle through available outfits (designs).

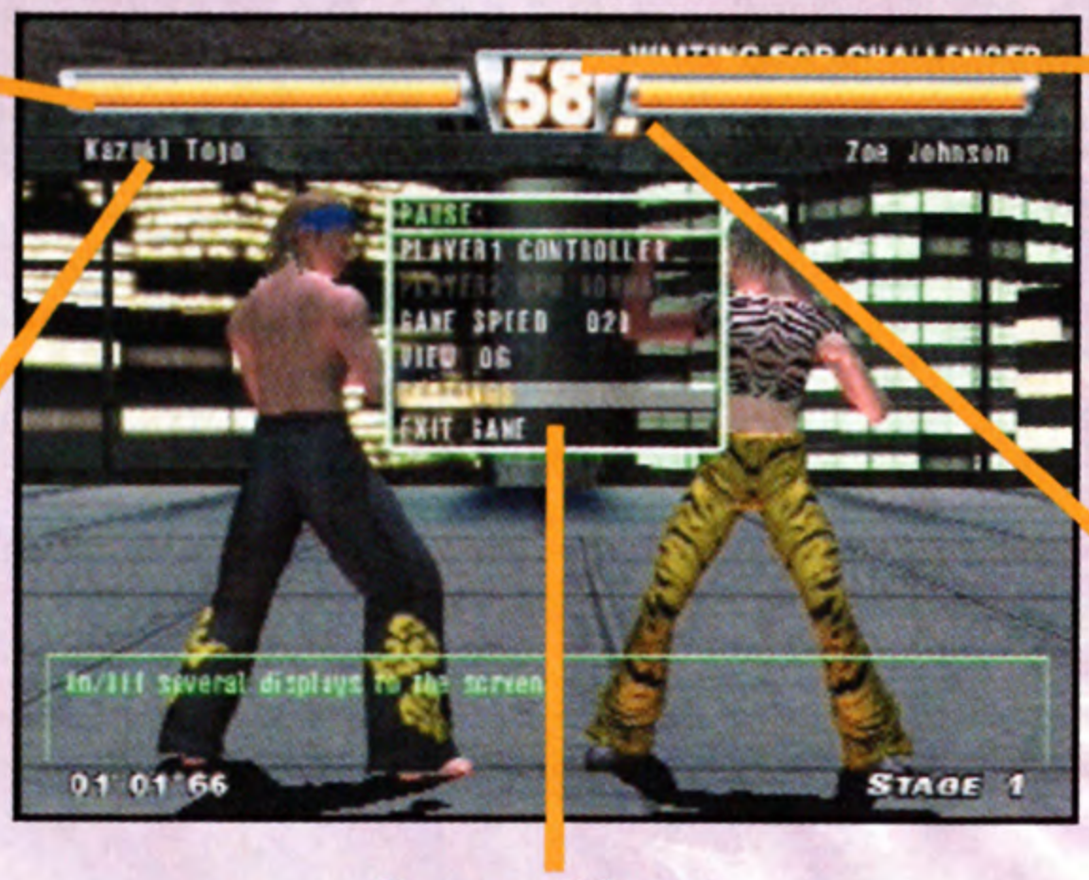
Memory Card (8MB) (for PlayStation®2)

Up to four player-created characters can be saved on a Memory Card (8MB) (for PlayStation®2). Saved character data appears on the bottom of the Character Selection screen and is listed as (SAVE DATA 1 - 4). A saved character is selected in the same way as a sample character (described above).

GAME SCREEN

Life Gauge
Indicates the character's current health. The gauge decreases each time the character sustains damage.

Character Name
Indicates the character's name. 1P's character is listed on the left, 2P's character is listed on the right.



Time Limit
Indicates the time remaining in the current round. Rounds with no time limits are indicated by the following symbol (∞).

Rounds Won
Indicates the number of rounds won by the character.

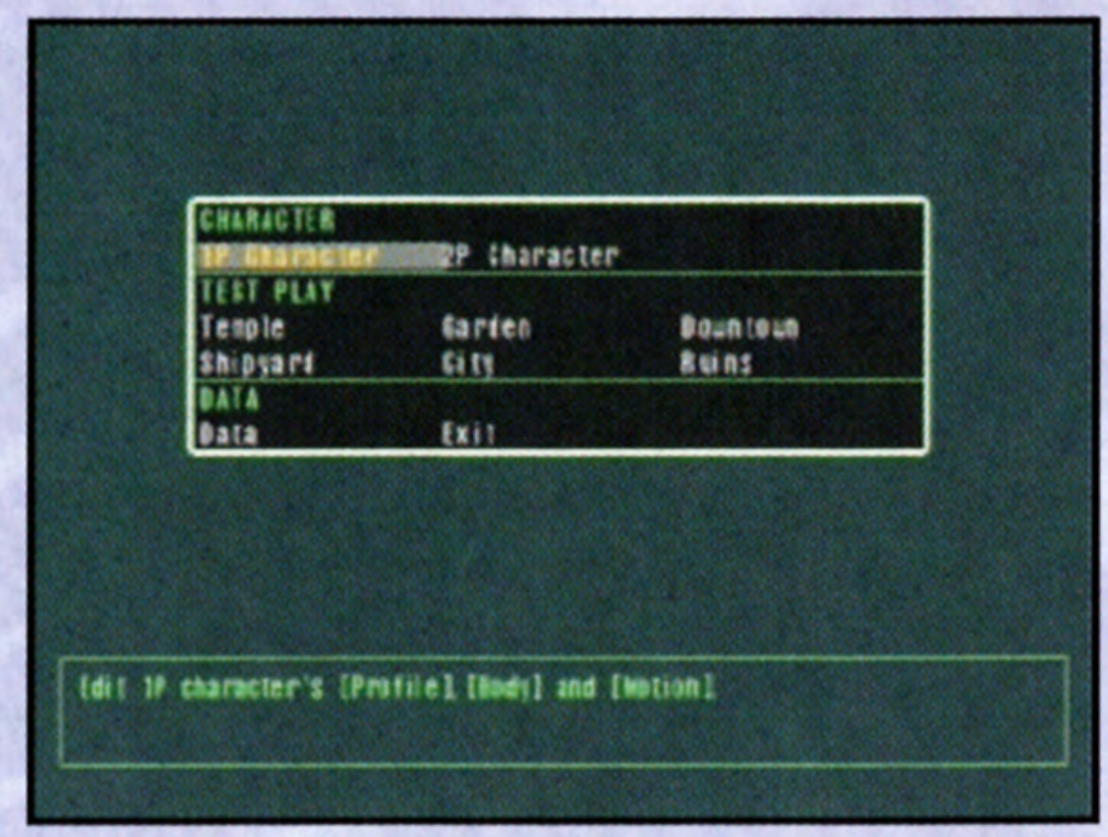
Pause Menu
Adjust various game settings here.

PAUSE MENU SELECTIONS

Press the SELECT button during a game to pause the action and display the Pause Menu.

PLAYER 1 or 2	CONTROLLER	Player controlled character
	CPU EASY	CPU controlled character (Easy setting)
	CPU NORMAL	CPU controlled character (Normal setting)
	CPU HARD	CPU controlled character (Hard setting)
GAME SPEED	Adjust game speed (20 - 200)	
VIEW	Set viewpoint (00 - 12)	
SETTING	HEIGHT	Display character's vertical height gauge
	DAMAGE	Display a numerical representation of attack damage
	DIRECTION	Display an arrow indicating the direction the character is facing
	HIT AREA	Display the contact points associated with an attack [indicated by yellow circle(s)]
	COMMAND	Display a list of button commands
EXIT GAME	Exit current round and return to the Title screen	

This mode is where player-created characters are brought into being. The three main categories within the EDIT mode are: CHARACTER, TEST PLAY and DATA.



CHARACTER

Create character background profiles, set the character's appearance and design moves.

- **1P Character** - Edit player one character
- **2P Character** - Edit player two character

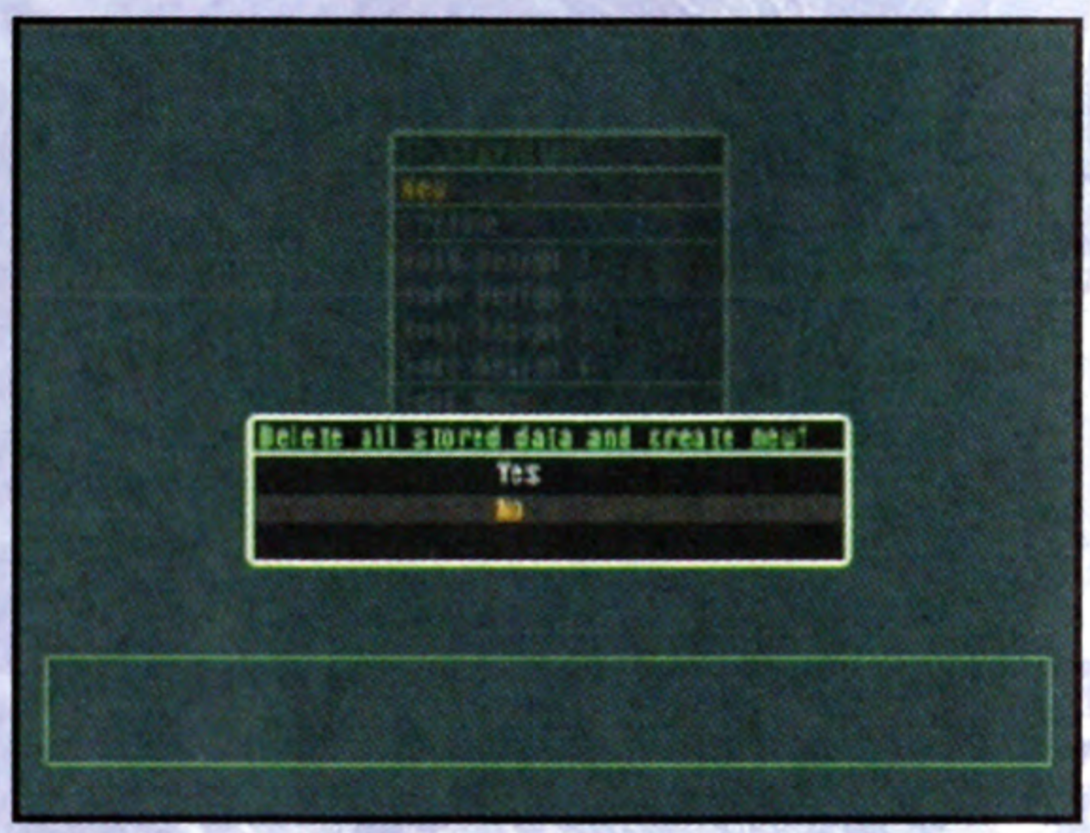
TEST PLAY

Test character creations for balance and functionality.
Select a fight venue to enter the Test Play mode. {Pg. 33}

DATA

Save/load character and system data.
Use this feature to save/load both character and system data (key configuration, etc.). It is also possible to import saved move data from the original Fighter Maker game.

1P CHARACTER



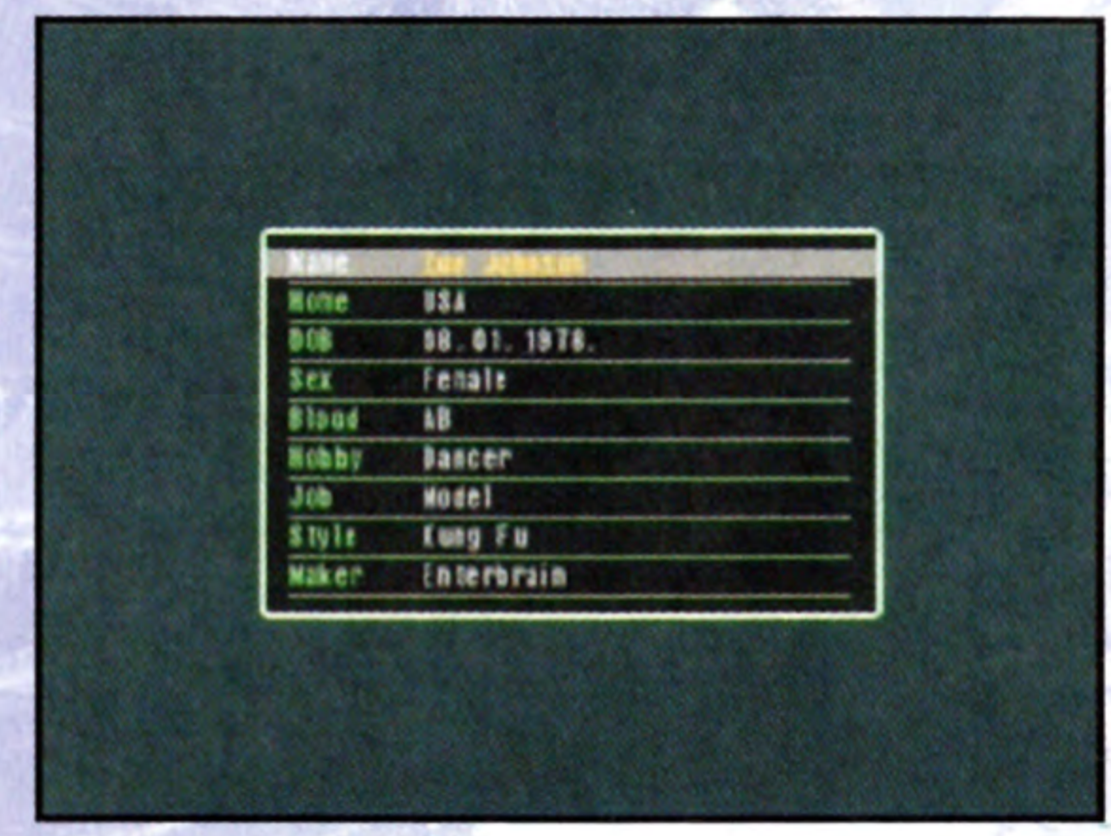
NEW

Deletes all data with regard to the current work-in-progress and creates a clean slate. A message displays when this option is selected. Choose YES to proceed and clear all stored data, choose NO to cancel. To begin a new design without losing the current work-in-progress, first save the current data and then begin anew. {Pg. 34}

Confirming this command permanently deletes all work-in-progress; take care when executing it.

PROFILE

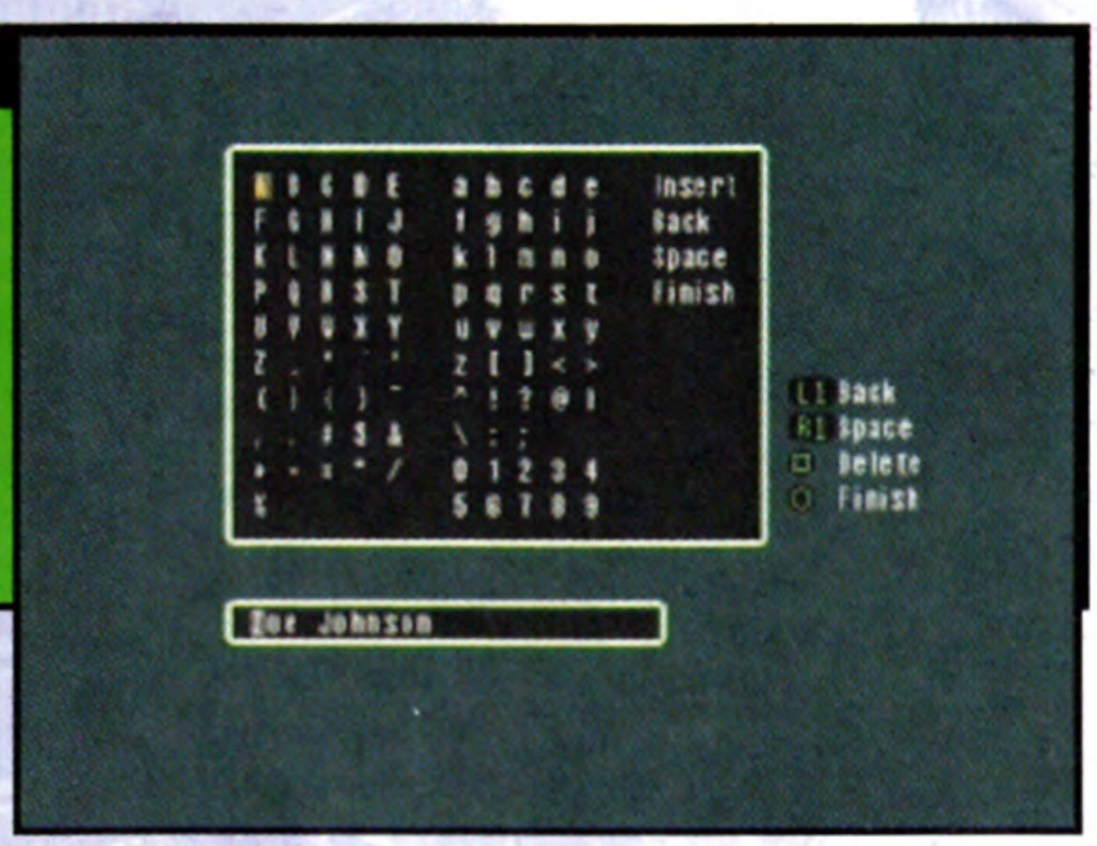
Access this option to make changes to an existing character profile (Edit), or discard the current profile and create a new one from scratch (New). After completing a character profile, press the ◉ button to exit the profile creation screen. A confirmation menu is displayed upon doing so. Select (Store changes and exit) to store changes and complete the profile creation process.



Text Input Screen

Press the ⊗ button while highlighting a profile field to bring up the Text Input Screen. Highlight the desired character/letter/number using the directional buttons and press the ⊗ button to input selection.

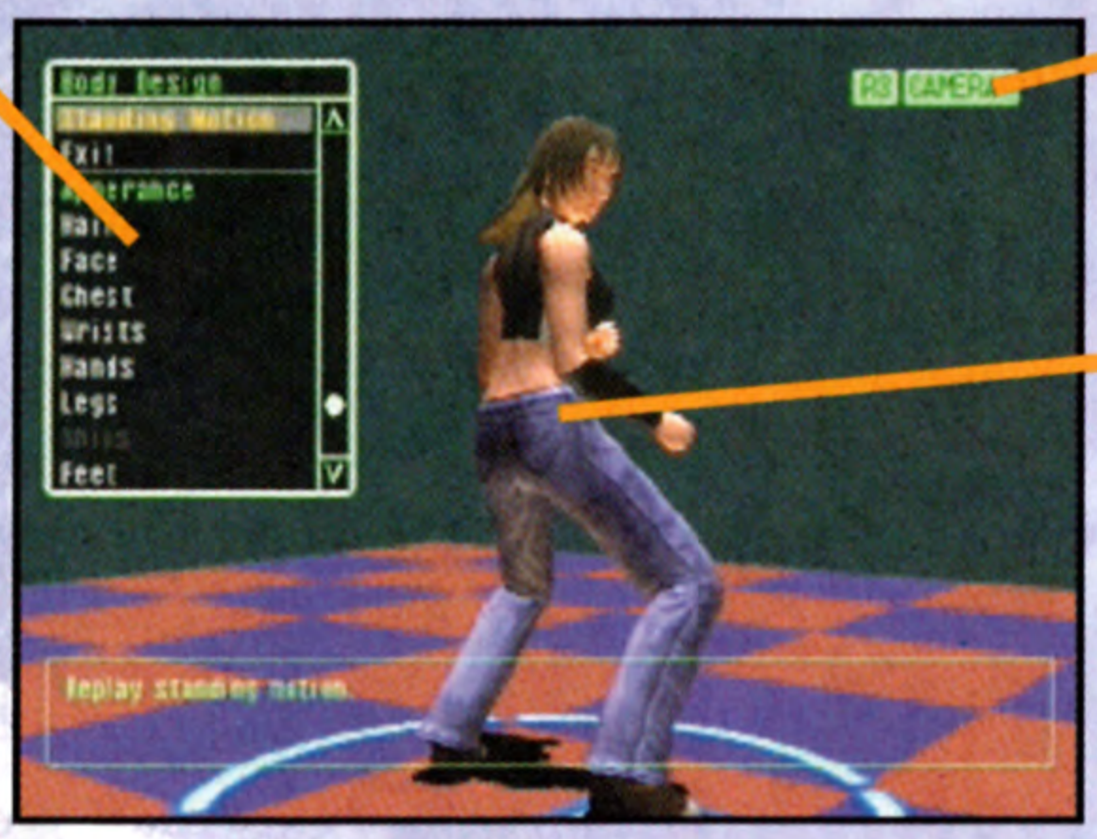
Refer to the button list along the right side of the text input screen for additional operation commands.



CHARACTER DESIGN

Body Design Editor

Character appearance adjustments are made using this menu. Press the ⬆⬇ directional buttons to highlight the area of the character you want to edit; press the ⊗ button to access the edit options for the selected area.



Camera

Adjust the angle from which the character model is viewed.

Model

Character currently being edited.

BODY DESIGN EDITOR DESCRIPTIONS

APPEARANCE

Many different aspects of a character's appearance can be edited. The chart below lists all of the character areas (parts) to which adjustments can be made. Edit a character's clothing selections, gender, hairstyle, hair color and much more.

Use the Body Design Editor to create unique characters.

Hair	Set the character's hairstyle and head/face accessories. Hats, Masks, etc.
Face	Set the character's facial expression. Five settings total.
Chest	Set the character's chest accessories. Jackets, T-shirts, etc.
Wrists	Set the character's wrist accessories. Wristbands, Bracers, etc.
Hands	Set the character's hand accessories and hand posture. Gloves, Fist, etc.
Legs	Set the character's leg accessories. Pants, Shorts, etc.
Shins	Set the character's shin accessories. Leg guards, Knee pads, etc.
Feet	Set the character's footwear. Sneakers, Boots, etc.

BODY MODEL

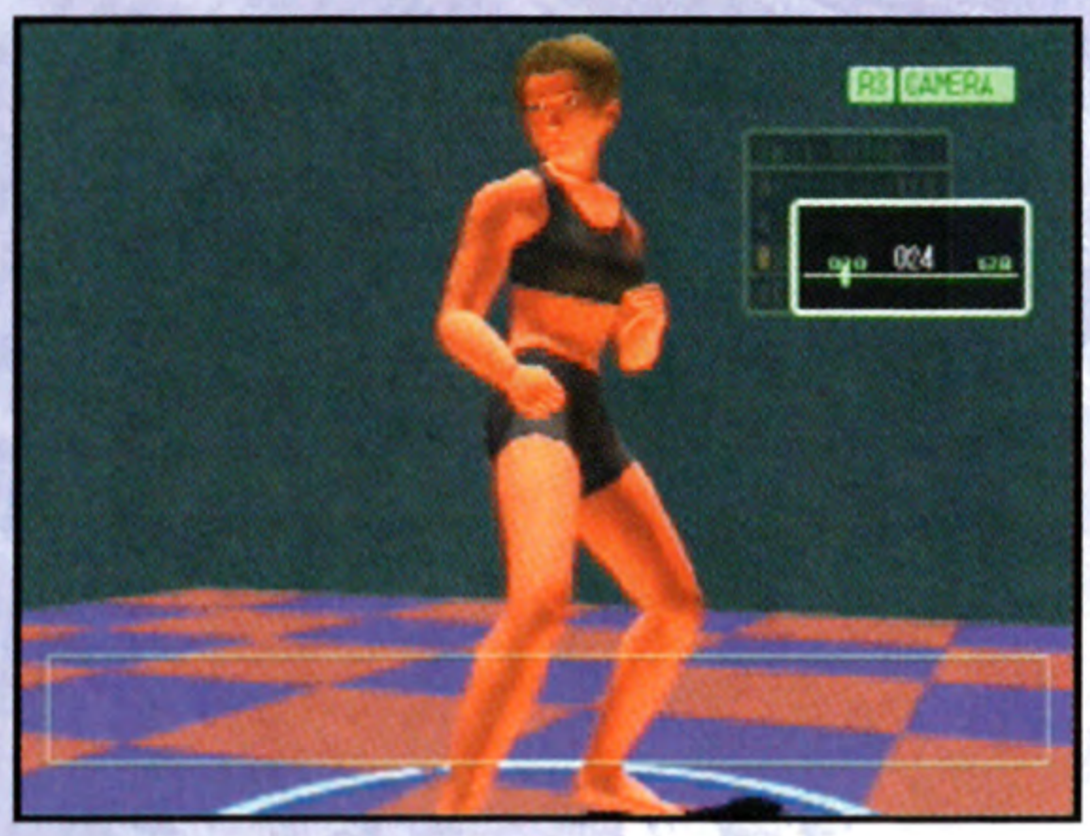
Select either a male or female body model.

Male

Female

• Skin Color

Set the character model's skin tone by adjusting the RGB values.



One of five preset skin tone samples can also be used.

OTHERS

• Standing Motion

Turning Standing Motion ON loops the character's standing pose animation. If turned OFF, the character remains in a stationary position. This option enables design adjustments to be made to a moving/non-moving character model depending on preference.

• Exit

Exit the Body Design Editor. Select (Store changes and exit) to store Body Design Editor changes/adjustments.

Character Appearance Area "Colors"

Select a character appearance area (ex. Chest), now select an accessory (ex. Athletic Wear 2). This particular accessory consists of two different colors (identified by the highlighted numbers that accompany Color sections 1 and 2). In this case, the back of the accessory (Color 1) can be shaded differently than the front (Color 2). To change the color of a particular section of an accessory, simply adjust the RGB values associated with that section.

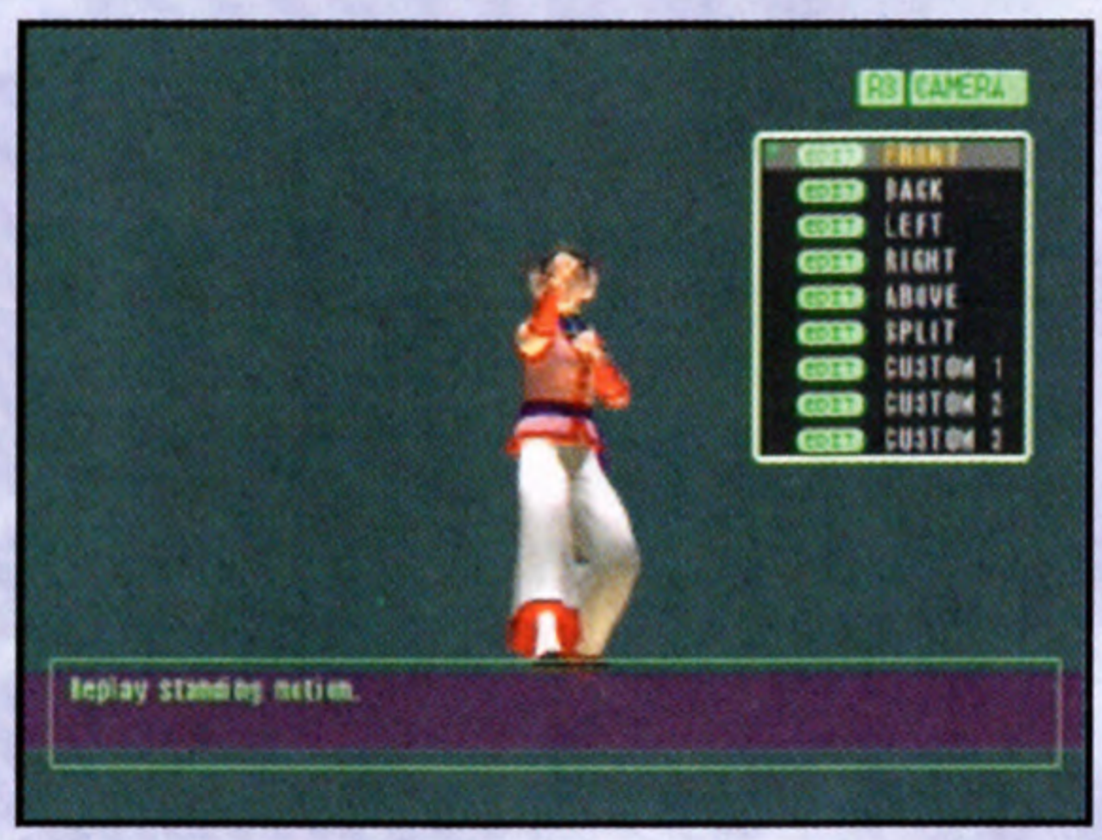
Adjust the RGB values to color accessories to your liking.

What is RGB?

RGB is an acronym for the three primary colors: Red/Green/Blue. Create new colors by mixing different levels of each of the three primary colors. Press the ◆◆ directional buttons to set the RGB values (0 - 128).

CAMERA

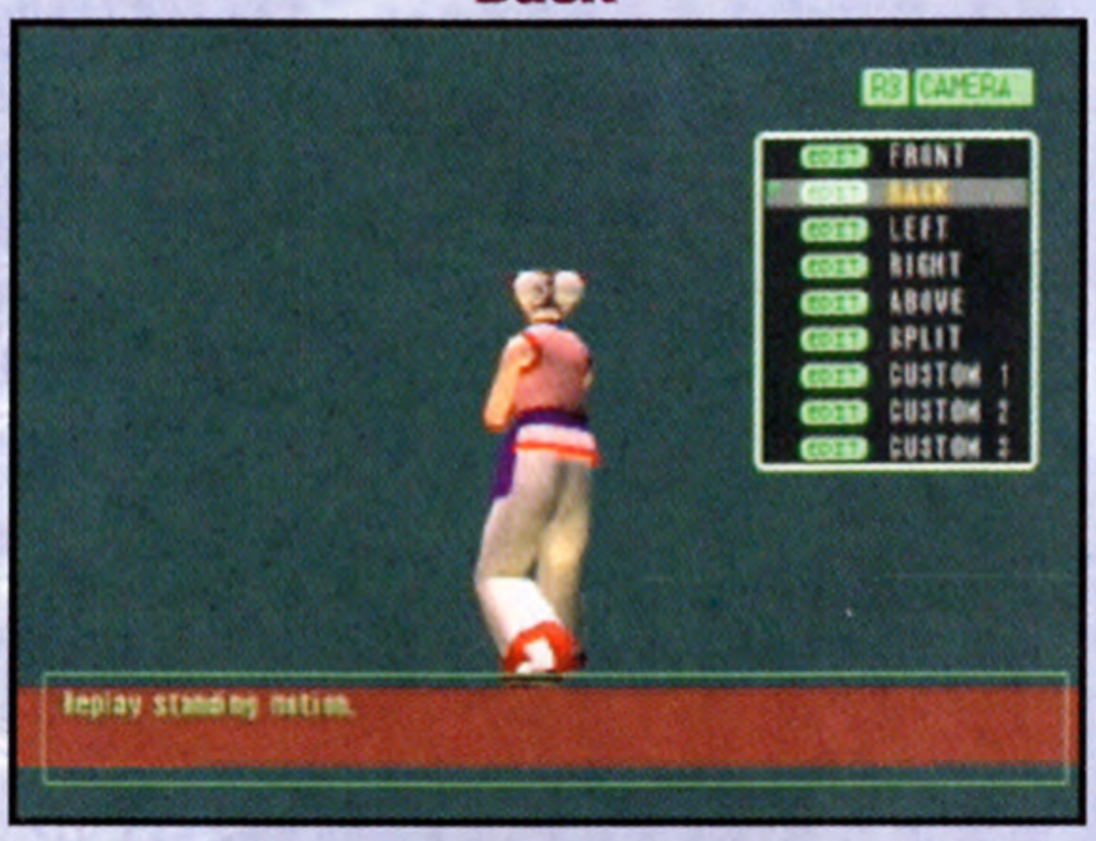
Adjust the angle from which the character model is viewed. Press the R3 button (push down on the right analog stick) to display the Camera Option Menu. The green asterisk to the left of the menu selections indicates the current setting. There are a total of nine settings, each of which has an aspect associated with it that can be further adjusted (ex. Height [H], Distance [D], Rotation [R]). Available aspect adjustments vary depending on the selected setting.



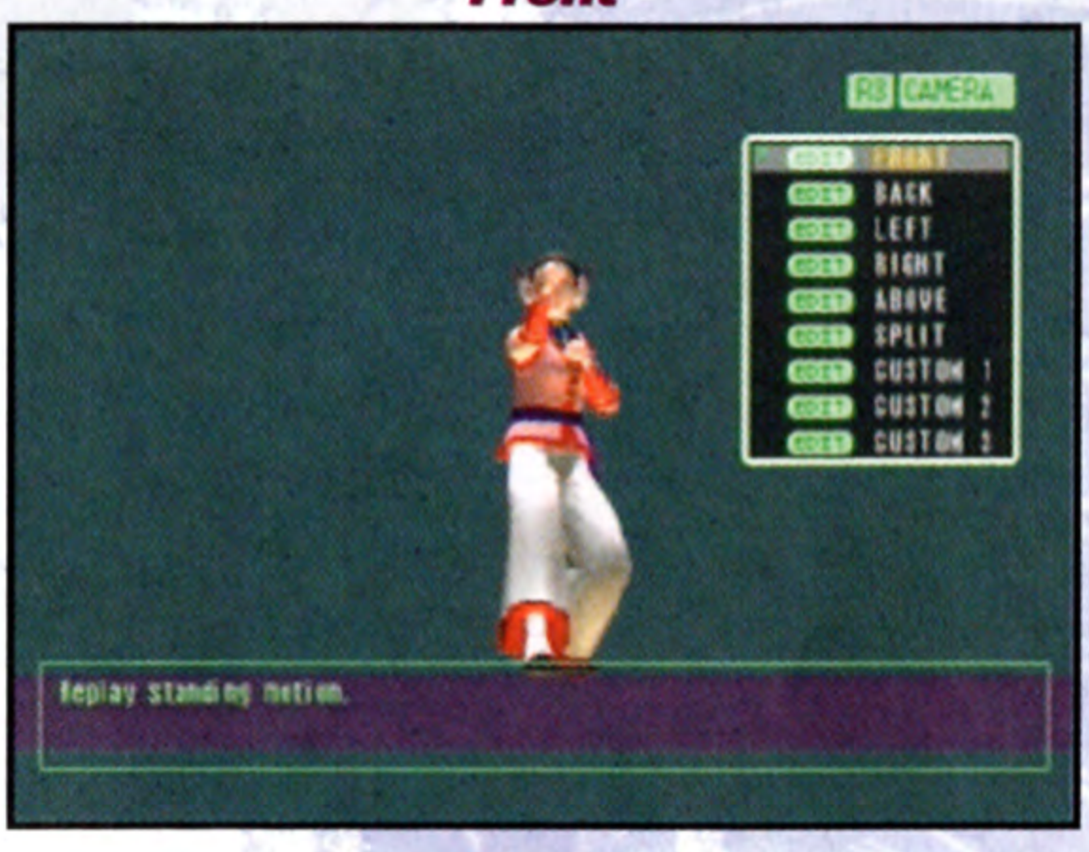
FRONT - ABOVE VIEWS

Front: Adjust distance value (100 - 800).
Back: Adjust distance value (100 - 800).
Left: Adjust distance value (100 - 800).
Right: Adjust distance value (100 - 800).
Above: Adjust height value (200 - 990).

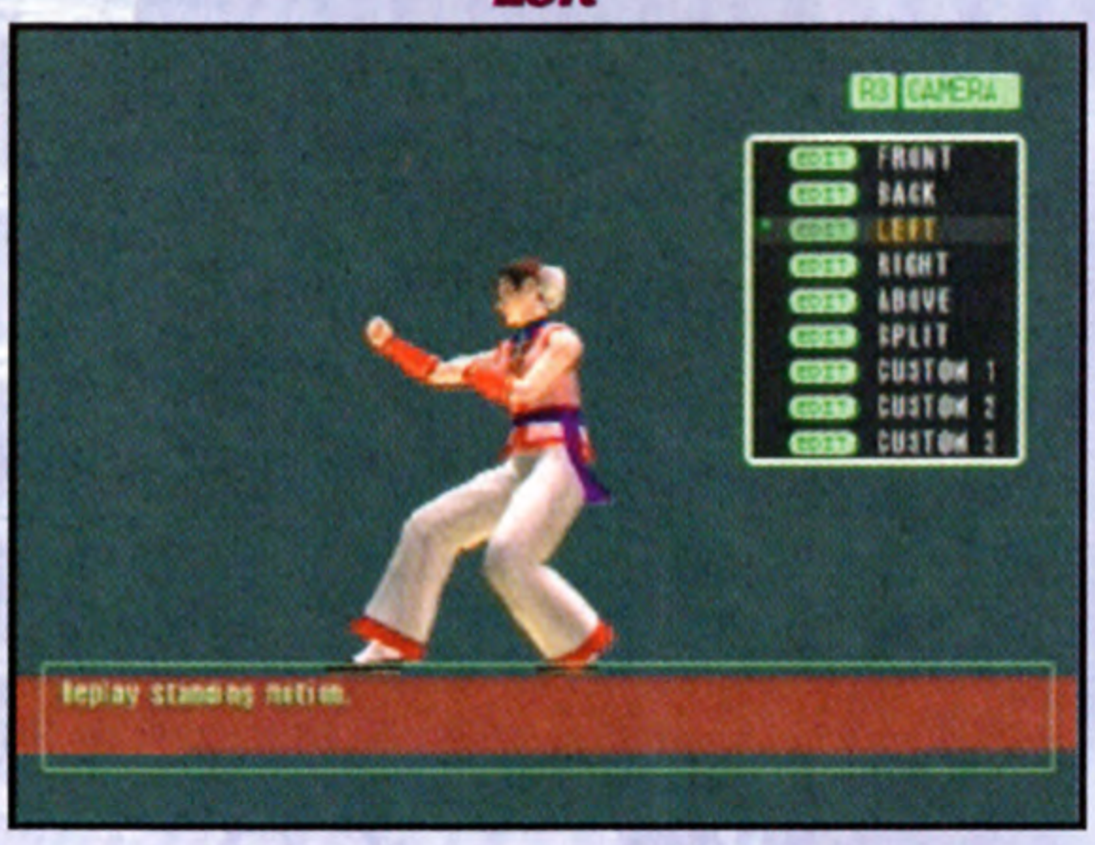
Back



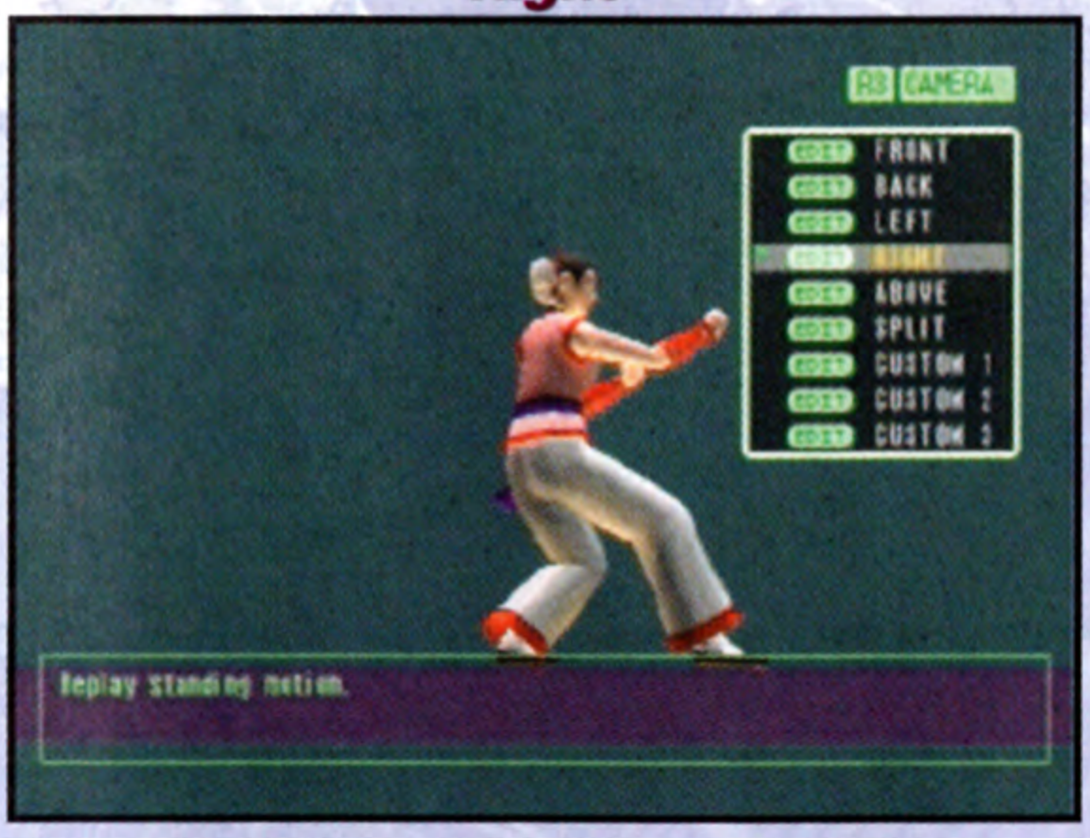
Front



Left



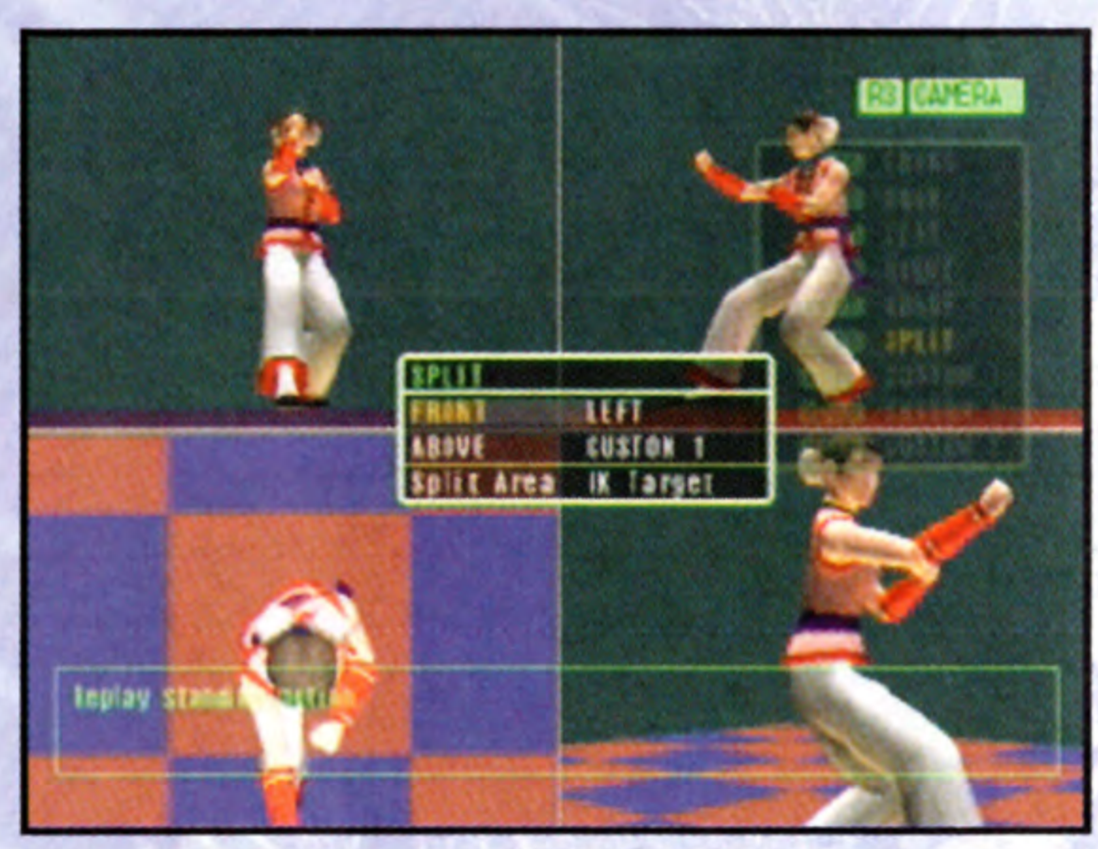
Right

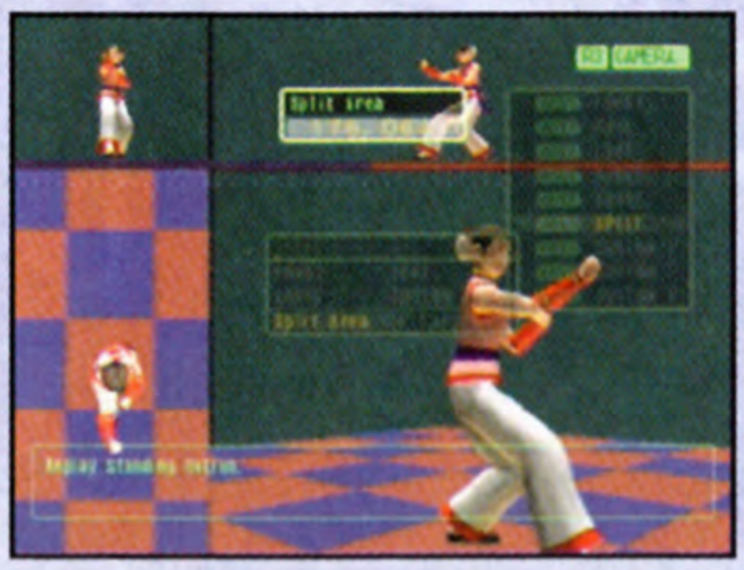


Above

SPLIT

The SPLIT camera option divides the game screen into four separate screens, each of which displays a different perspective of the character model. This is a useful feature for the times when you want to view the character from multiple angles simultaneously. Selecting Split from the Camera Option Menu displays the Split Settings menu. Use this menu to set the camera angle used in each of the four split screens.

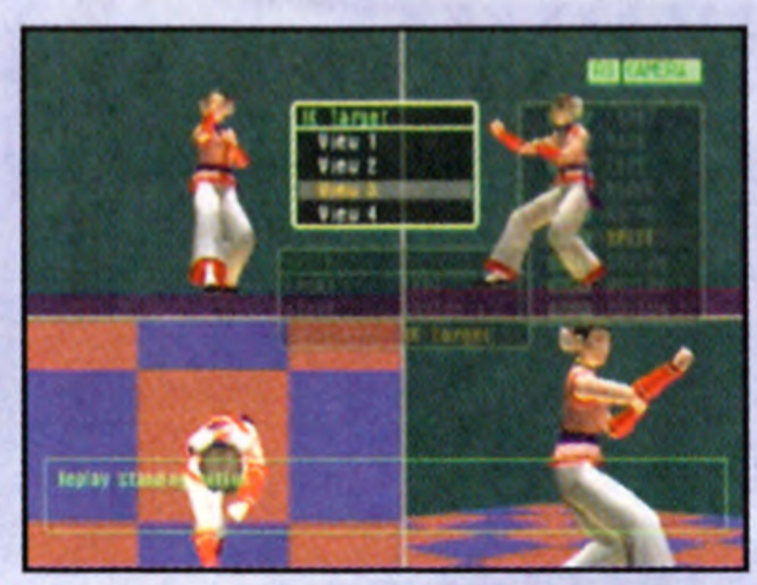




• Split Area

Selecting Split Area from the Split Settings menu enables resizing of the four split screens.

Press the directional buttons to resize the four split screens.



• IK Target

This option allows you to specify which of the four split screen windows will serve as the XY axis standard when editing.

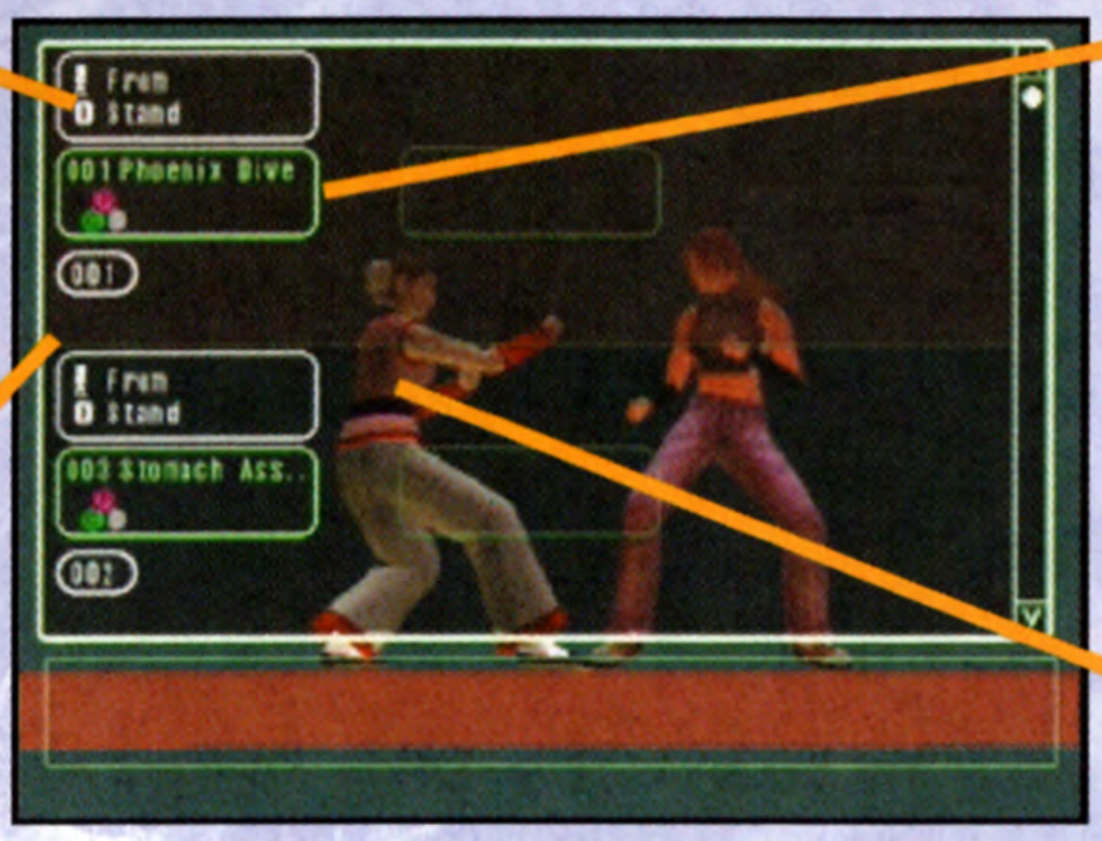
The IK Target option allows motions to be created in a more natural manner.

CUSTOM 1 - 3

These camera settings allow for the creation of three separate, user-specified, viewing angles of the character model. Choose a custom setting and adjust the R/H/D values as desired by using the ◆◆ directional buttons. Your custom camera setting is complete.

R [Rotation]:	Rotate the viewing angle between -180 and 180 degrees.
H [Height]:	Adjust the height value from 0 - 400.
D [Distance]:	Adjust the distance value from 100 - 800.

Sequence Editor



Starting Position Window

Set the character's starting pose for the sequence.

Sequence Folder

Displays sequences the character can use.

Sequence Command Window

Displays the assigned sequence and the button command used to activate it.

Character

Character repeatedly performs the currently selected sequence.

STARTING POSITION WINDOW

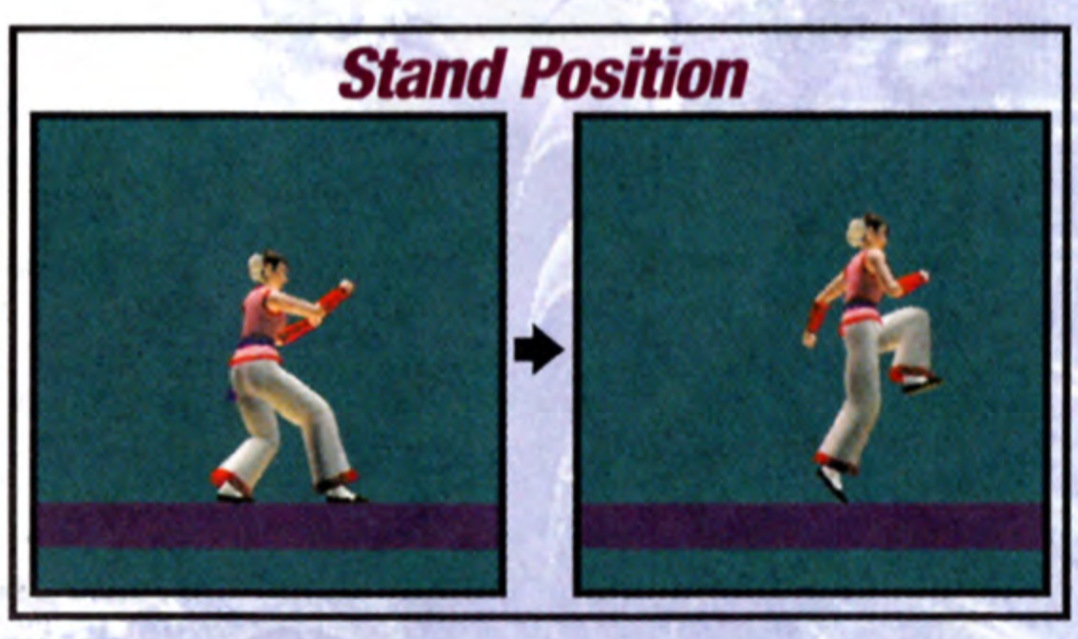
Set the character's pose at the instant the sequence starts. To open this window, highlight the top left box (white outlined) in the Sequence Folder and press the ⊗ button. Two options are available in this window Pose and Start Position.

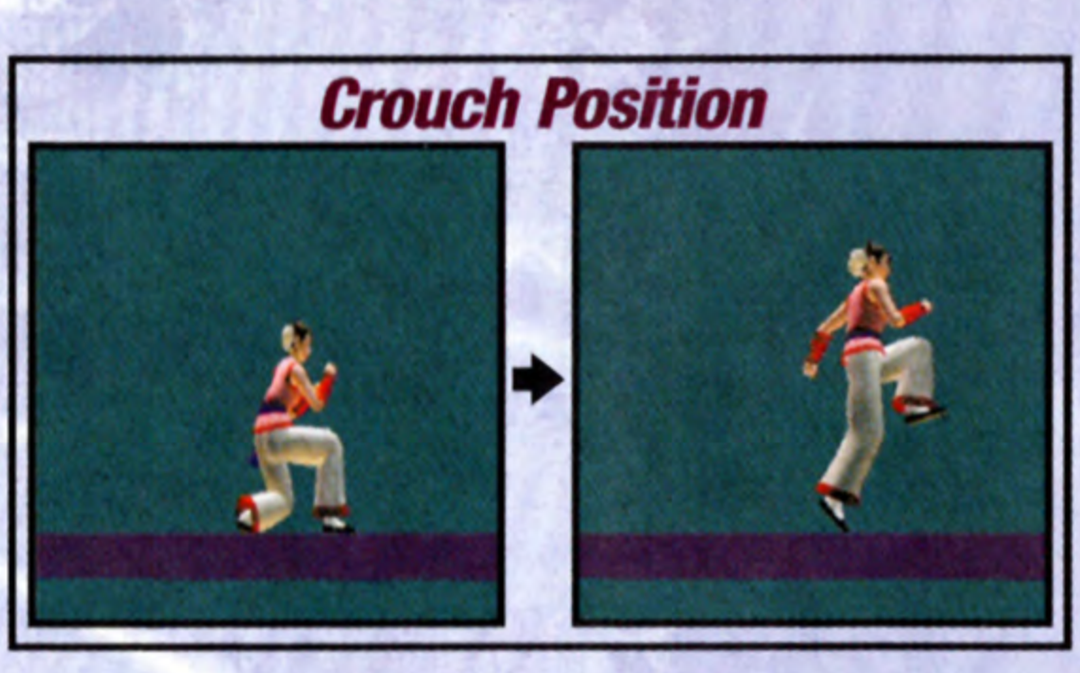
POSE

Access this option to select a Pose that was created using the Motion Editor {Pg. 22}. Up to three poses can be created for each character.

START POSITION

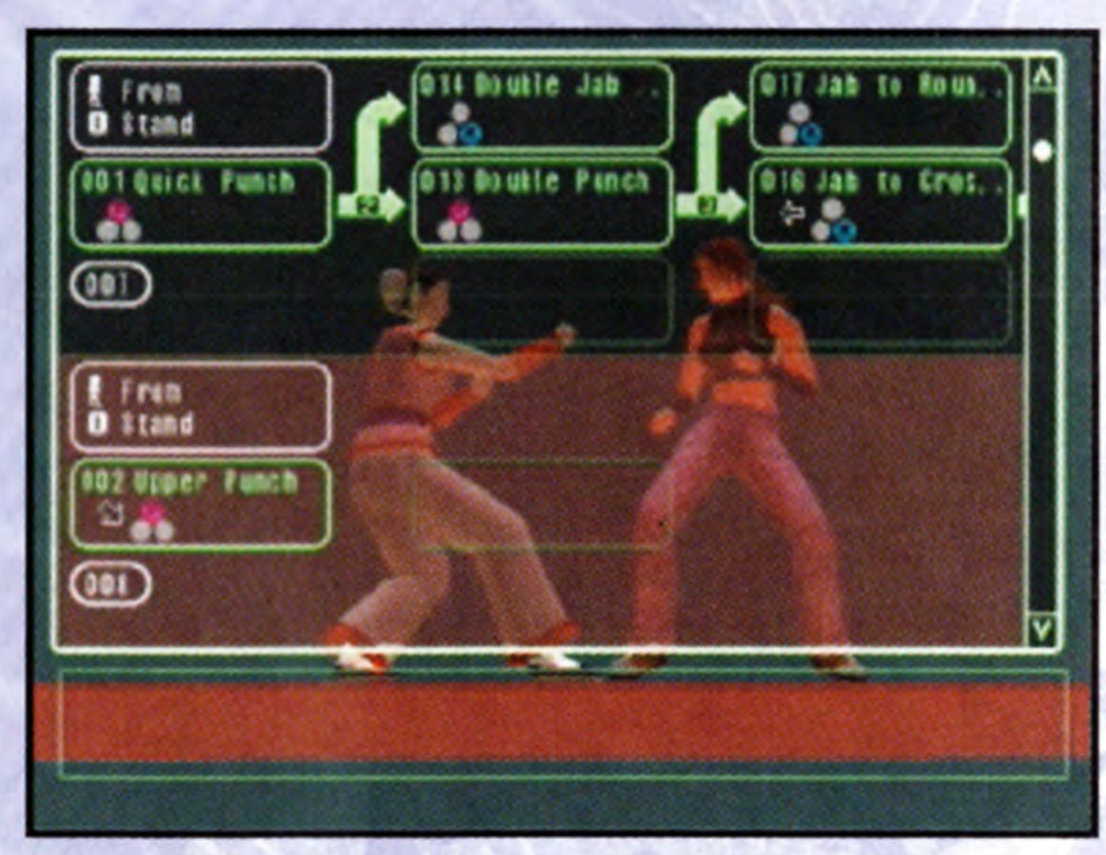
Access this option to select the character's starting position when commencing a sequence. There are a total of four starting positions: Stand, Crouch, Standing and Crouching.





SEQUENCE FOLDER

Access this option to set the sequences used by the character. Characters can be assigned a total of 80 sequence folders, each of which can store of a maximum of 28 sequence command windows.



SEQUENCE COMMAND WINDOWS

Sequence Command Windows enable the player to specify the sequences a character will use. Detailed settings, such as Motion, Attack Type and Combo can be specified.

MOTION

Set the character's motion (attack). When using the game's sample characters, only motions already created for those characters may be set.

ATTACK TYPE

Set the point on the opponent where the attack will be focused (High, Middle, Low, Throw). Designate this setting to fit with the type of attack being performed (ex. an uppercut would likely target an opponent's upper body/head [High]).

COMBO

When creating a combo (a series of linked sequences), both a Combo Frame and Delay Frame can be designated for the second Sequence Command Window onward. These cannot be designated for the first Sequence Command Window.

COMBO FRAME

The Combo Frame is the point (frame) in the previous sequence that is set as the starting point for the currently selected sequence.

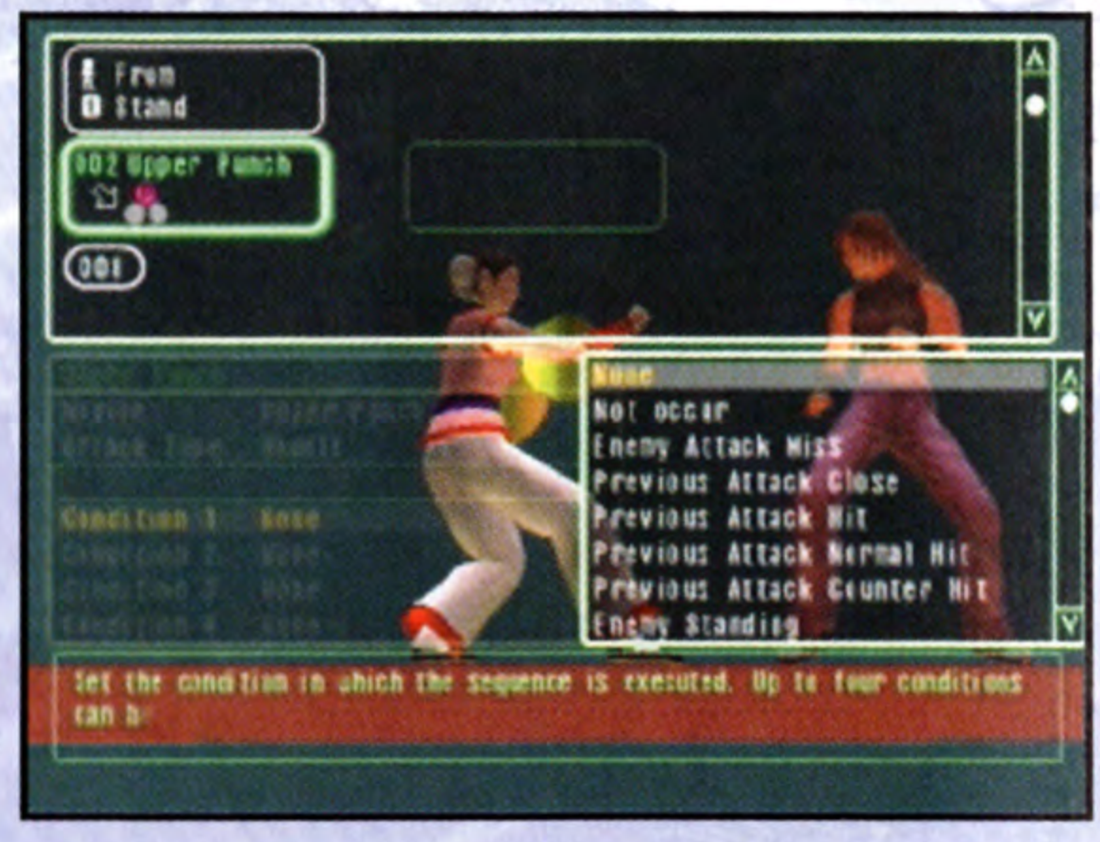
DELAY FRAME

Use the Delay Frame option to set the number of frames during which the command input for the follow-up sequence will be accepted. For example, if the previous sequence consists of 20 frames, and Combo Frame is set to 10 while Delay Frame is set to 0, then the command input for the follow-up sequence must be executed at exactly the 10th frame of the previous sequence in order for the follow-up sequence to occur. If it isn't, only the previous sequence occurs and no combination attack is executed. Using the same example, but setting the Delay Frame to 10 would provide a span of time (10 frames) within which to enter the follow-up command and successfully perform the combo.

CONDITIONS

This option is used to set the conditions under which a sequence command may be executed. A total of four conditions can be set per Sequence Command Window. Setting multiple conditions requires that all conditions must be met if the sequence is to be executed. Select (None) when setting sequence commands that you want to be executable at anytime.

This is a useful feature when setting sequence commands that can occur only under special circumstances, such as attacking an opponent that has fallen to the ground.

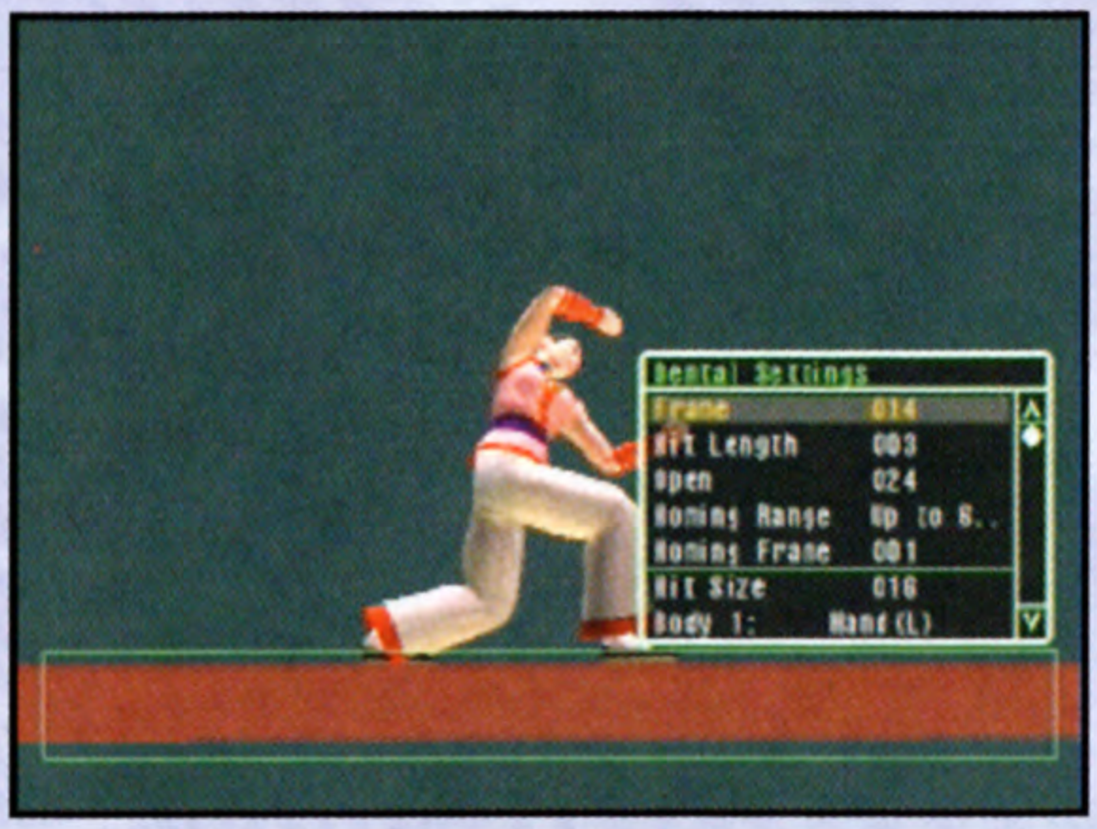


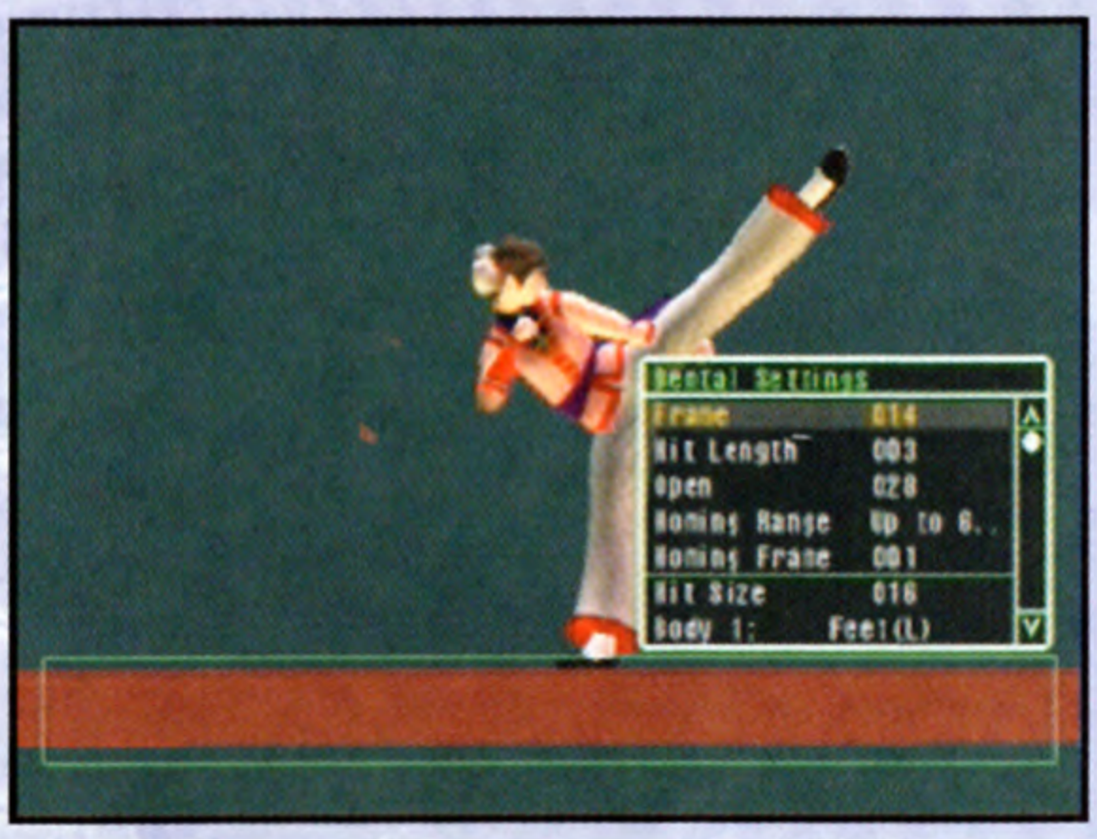
DETAIL SETTINGS

Set the details that relate to a sequence (sound effects, damage, etc.). The detail menu options vary depending on whether the selected sequence is a (hit), or a (throw).

DETAIL SETTINGS (HITS)

There are a number of important factors that must be considered in order to create realistic, effective hits.





FRAME

Select the point (frame) in a sequence when attack damage will occur. Press the ◀▶ directional buttons to cycle through the various frames that make-up a sequence. Make sure the frame selected matches the first moment of impact.

Cycling through the frames that make-up a sequence causes the character's pose to change accordingly.

HIT LENGTH

Determine how long the hit point is maintained (in frames) at the point of contact, beginning with the moment when damage is inflicted. The higher this value is, the greater the likelihood of connecting with your target.

OPEN

Set the freeze time (time elapsed from the end of the period in which damage was inflicted, to when the next command can be entered).

HOMING RANGE

Determine the range within which a sequence may still connect with an opponent attempting to sidestep an attack. The range settings include: (Till Hit), (Up to 60 degrees) and (Up to 30 degrees), with the effective range becoming progressively smaller from one to the next. Setting Homing Range to (Prohibit) means that no homing takes place.

HOMING FRAME

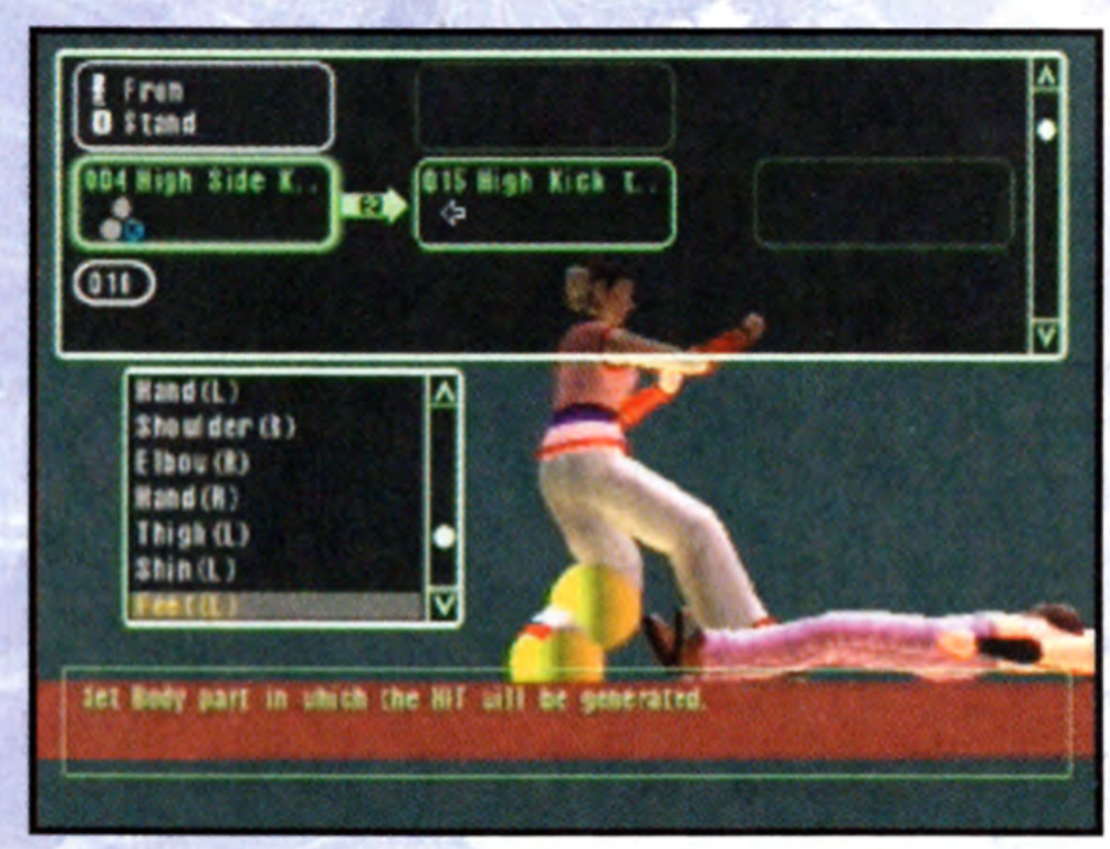
Set how many frames in the sequence will allow for follow-through (homing) on a sidestepping opponent. Setting Homing Range (Till Hit) and Homing Frame to the last frame in a sequence, offers the greatest chance of the sequence connecting with an opponent attempting to sidestep the attack.

HIT SIZE

Set the size of the Hit Point using the ◀▶ directional buttons. A yellow ball, the value of which can be adjusted from 1 - 100, represents the Hit Point. The higher the value, the more likely the sequence is to make contact with the target.

BODY1/BODY2

Use this option to set the body location of the Hit Point on your character. A total of 16 body location selections are available (Head, Elbow, etc.). Hit Point locations can be set for Body 1 and Body 2.



The reason for two Hit Point locations

When a sequence contains only one Hit Point location, it may not result in a successful hit. Setting a second Hit Point location broadens the range and increases the likelihood of successful contact.

BODY1 POSITION/BODY2 POSITION

Use these options to fine-tune the location of the Hit Point(s) already set under Body1/2. Press the ◀▶ directional buttons to adjust the values of the X, Y and Z-axes (-100 - 100). The default coordinates for Hit Points set under Body1/2 are (X:00, Y:00, Z:00).

SE

Set the sound effects (SE) played during a sequence. Two different sound effects can be assigned per sequence.

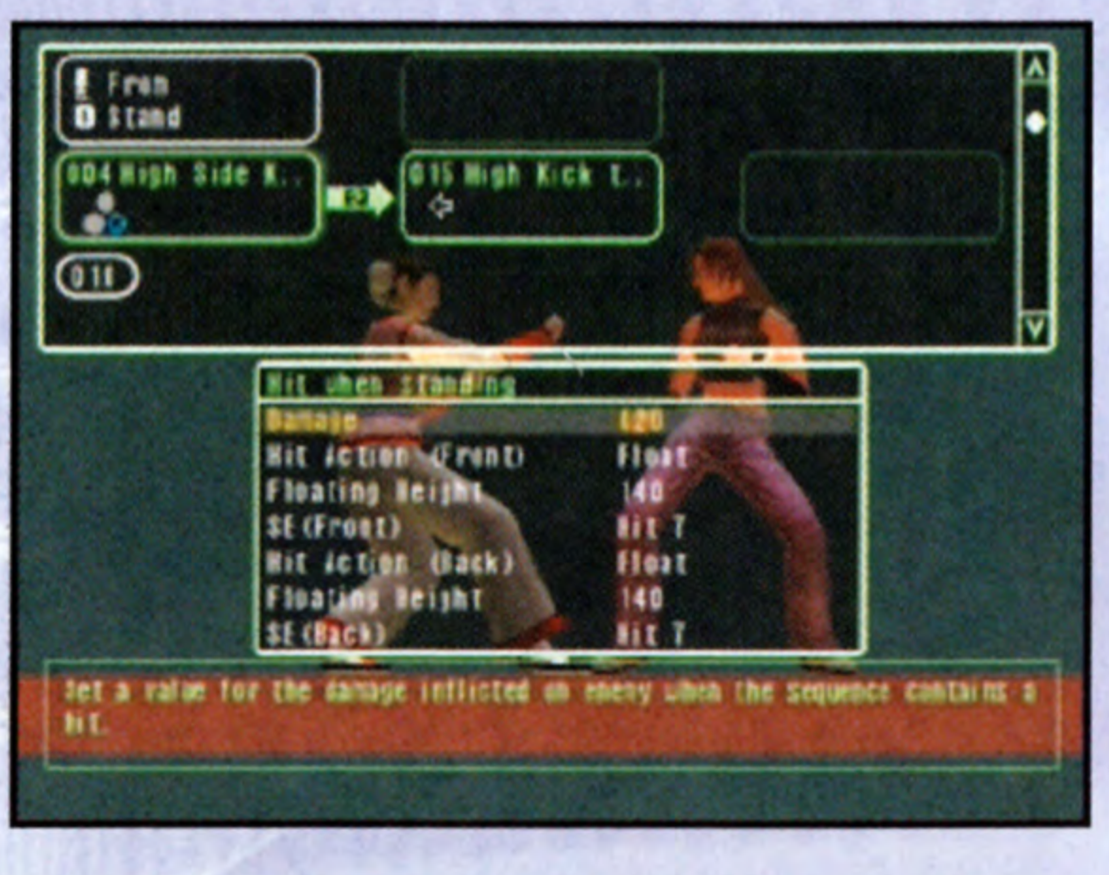
SE 1/2

Set the frame in which each SE plays. Assign both sound effects to the same frame to play them simultaneously.

OPPONENT SITUATION OPTIONS

Adjust settings for the various Opponent Situation Options (Hit When Standing, Counter Hit, etc.) to determine their reaction when on the receiving end of the sequence. Set the damage inflicted on an opponent, the opponent's reaction to being hit and the SE accompanying the hit.

Careful refinements of these settings help achieve more realistic sequences.



Hit When Standing	Settings for when the opponent is hit when standing
Hit When Crouching	Settings for when the opponent is hit while crouching
Counter Hit	Settings for when the sequence counters an opponent's attack
Standing Enemy Guard	Settings for when the opponent guards against the attack and is standing
Crouching Enemy Guard	Settings for when the opponent guards against the attack and is crouching

DAMAGE

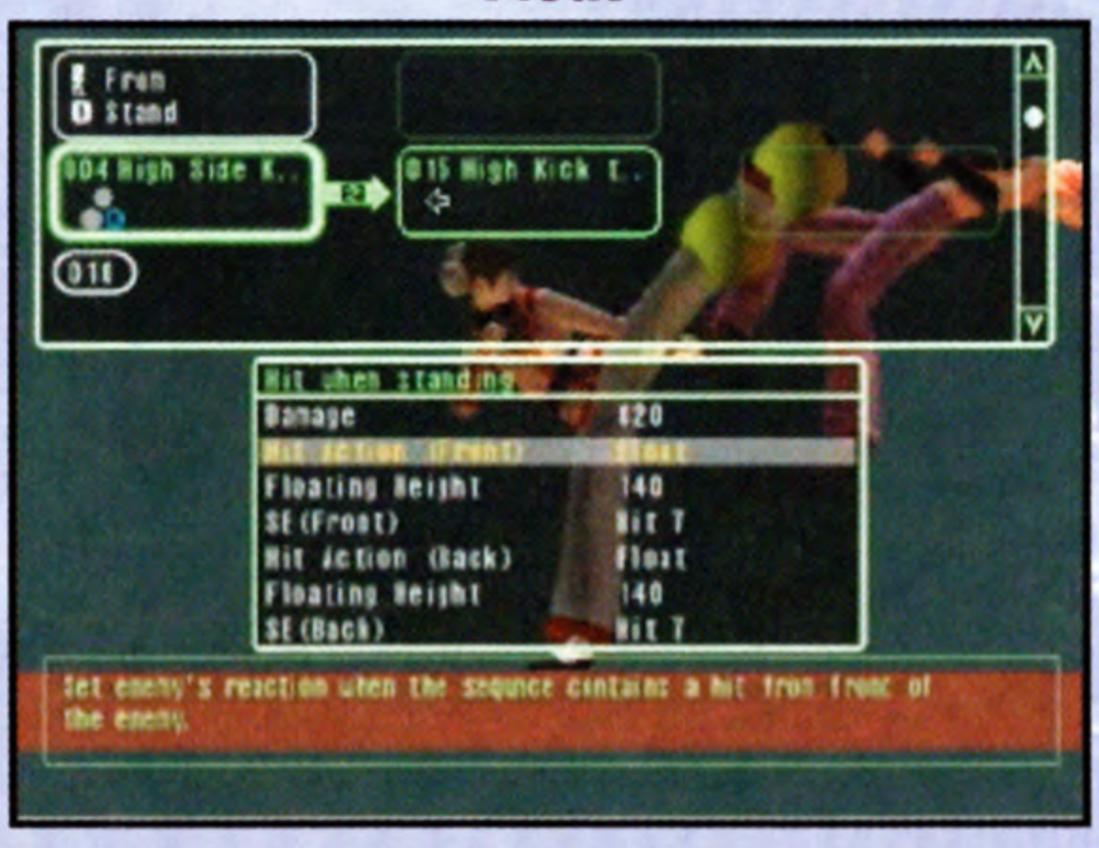
Set the damage inflicted on an opponent when the sequence connects. Press the ⊗ button to display the damage menu, use the ⬆⬇ directional buttons to adjust the value (1 - 100).

HIT ACTION (Front/Back)

Set an opponent's reaction when hit by the sequence. There are a total of 42 opponent reactions. Two locations must be specified: one when hit from the front, and one when hit from behind.

Choose a Hit Action that matches the action of the selected sequence.

Float



Bend Backward

FLOATING HEIGHT

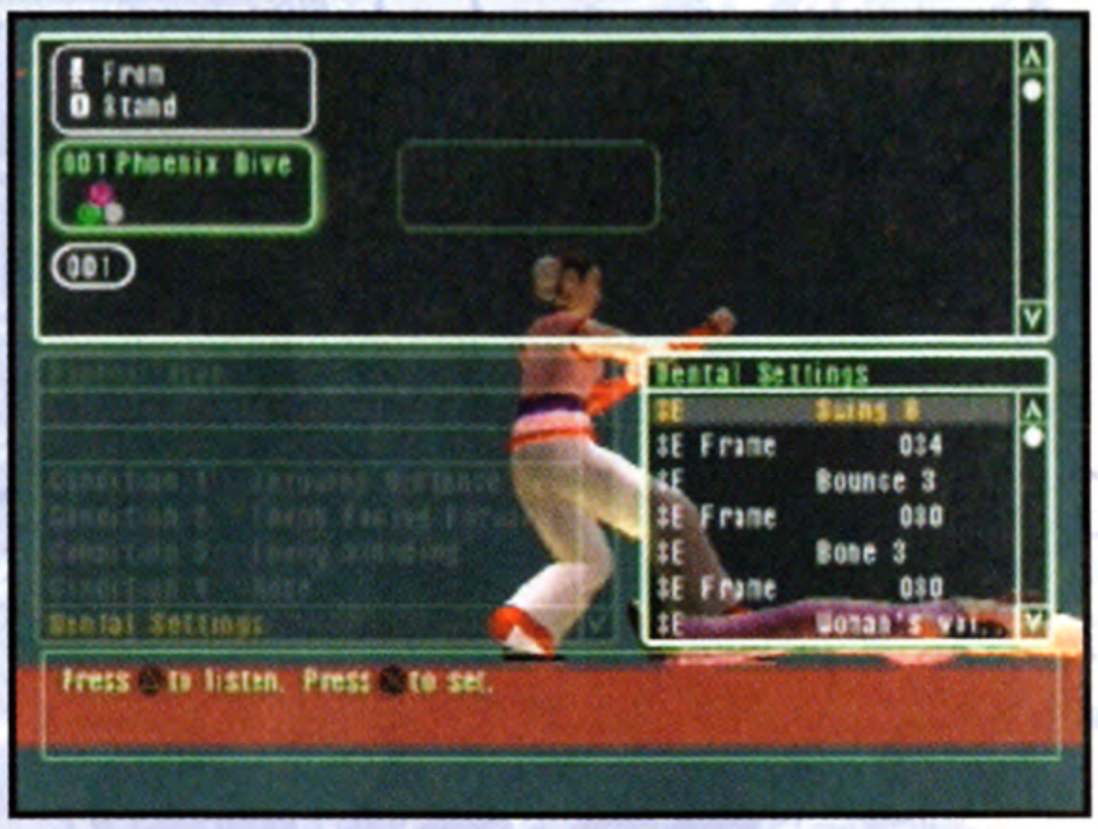
Specify how high the opponent is thrown into the air when hit by the sequence (130 - 200). Adjust this value when the associated Hit Action is set to (Float).

SE (Front/Back)

Specify the SE that plays when the sequence connects with an opponent. There are a total of 46 sound effects. Press the △ button to listen to the highlighted sound effect, press the ⊗ button to assign it.

DETAIL SETTINGS (THROWS)

Assign the details relating to throwing sequences. These include: SE's, SE Frame's and Hits 1 - 5. Please note that Combo cannot be set for a throwing sequence.



SE

Up to five sound effects can be assigned to a throwing sequence. Press the ⊗ button to access a list of available sound effects.

SE FRAMES

Specify the frame in the sequence during which the selected sound effect will play. Press the ⬅➡ directional buttons to cycle through the different frames.

HITS 1 - 5

Assign the damage levels and sound effects that accompany moments of contact made with an opponent throughout a throwing sequence. For example: if the throwing sequence has the character hitting their opponent first and then throwing them, a damage amount and sound effect would be assigned to the initial hit (Hit 1) and a second damage amount and sound effect would be assigned to the actual throwing aspect (Hit 2) of the throwing sequence.

DAMAGE

Set the damage inflicted on an opponent when the throwing sequence, or part of the sequence, connects. Press the ⊗ button to display the damage menu, use the ⬆ ⬇ directional buttons to adjust the value (1 - 100).

HIT FRAME

Specify the frame in the throwing sequence where contact is made with the opponent.

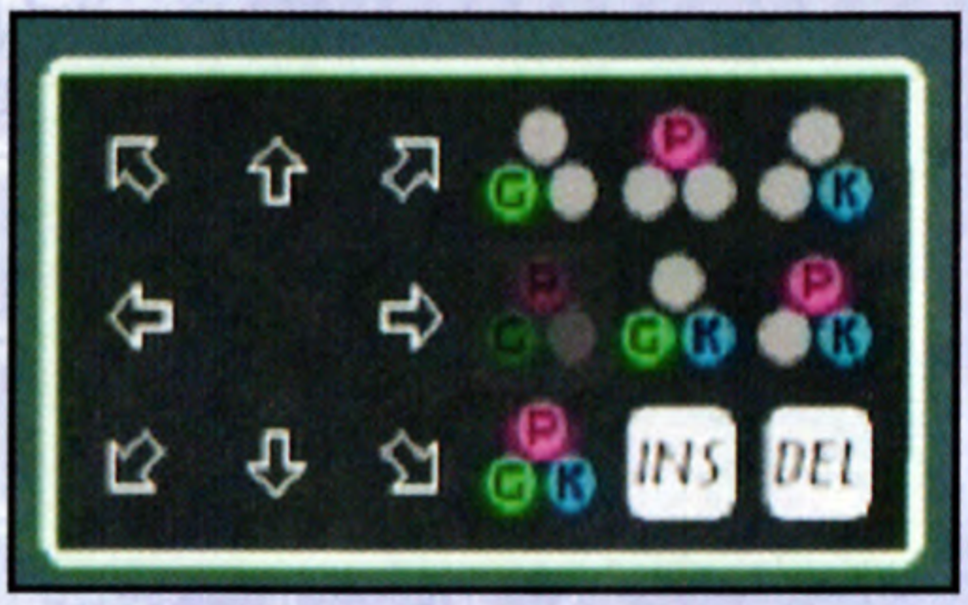
HIT SE

Specify the sound effect that plays during the Hit Frame.

EDIT COMMANDS

Set the input (button) command(s) that will perform the sequence. There are a total of 15 different input commands. A maximum of 6 can be set per sequence.

Punch and kick commands can be assigned to directional buttons as well as the other buttons.



DELETE

Delete all data associated with the selected Sequence Command Window. Deleting a Sequence Command Window within a Combo subsequently deletes all other Sequence Command Windows that follow it. Be careful when using this command.

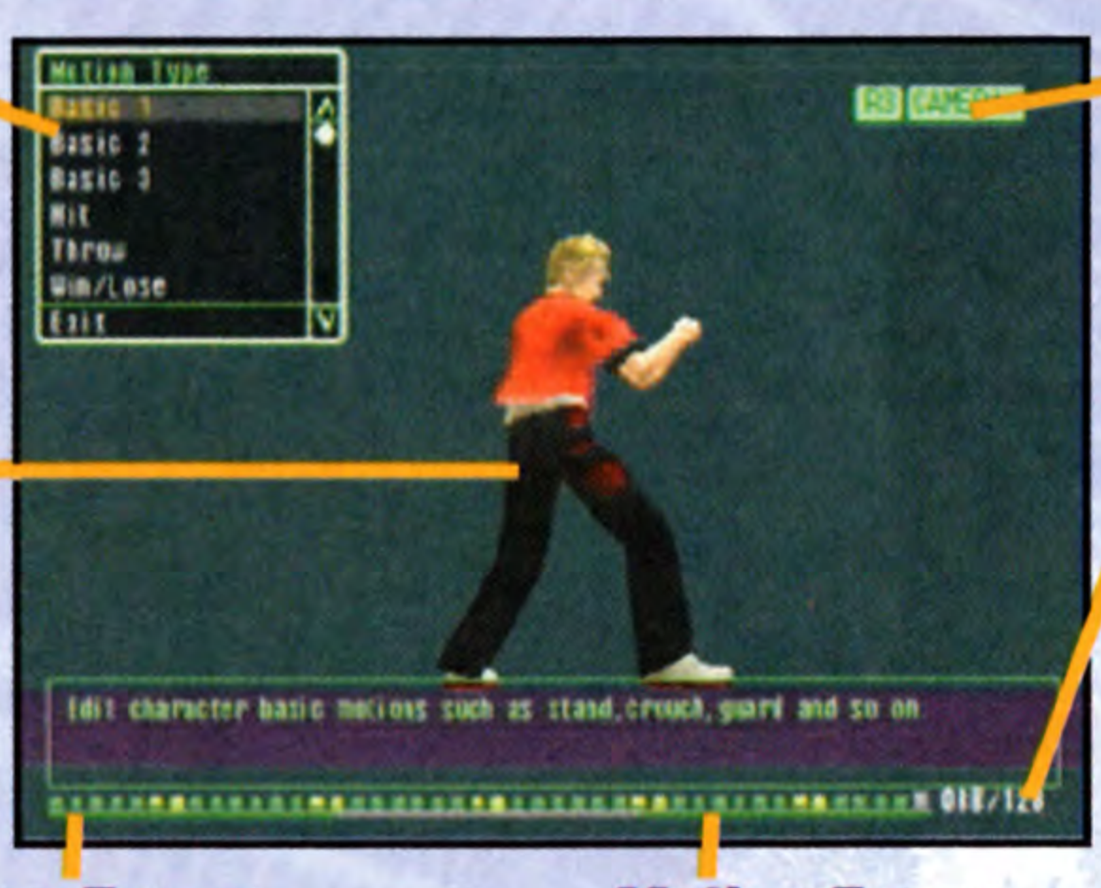
Motion Editor

Motion Types

Displays a list of motions that can be edited (Hit, Throw, etc.).

Character

Character currently being edited. The character model moves according to the motion specified by the user.



Camera

Adjust the angle from which the character model is viewed. {Pg. 13}

Frame Number

Displays the current frame and total number of frames within a sequence (000/000).

Key Frame

Indicates an edited motion frame within a sequence (denoted by a yellow box).

Motion Frame

Indicates an unedited motion frame within a sequence (denoted by a green box).

MOTION TYPE

BASIC 1 - BASIC 3

These three options are used to create/set a character's basic stances. These stances are the foundation for all sequences. Begin a new character design by first setting all of their basic stances in Basic 1 (Stand, Crouch, Guard, etc.). Then go ahead and start designing the character's Hit and Throw sequences, using the basic stances you created earlier as their beginning and ending points within these.

HINT

BASIC 1 STANCES ARE THE DEFAULT STANCES WHEN PLAYING THE GAME

During game play, the stances created for your character under Basic 1 are their default stances; it is not necessary to also create a full ensemble of stances in Basic 2 or 3. In fact, for first time character creators, it is recommended that you only create stances under Basic 1. As you become for comfortable with the design process, then you can branch out and create a second or third full ensemble of basic stances using Basic 2 and 3.

In order to switch from Basic 1 stances to Basic 2 or 3 stances during game play; it is necessary to create a special sequence that links a Basic 1 stance to a Basic 2 or 3 stance. Take, for example, the default character Ray Iwata. This particular character has a Hit sequence (Low Stance) that begins with his Basic 1 standing stance and ends in his Basic 2 standing stance. If this sequence is successfully executed during a game, all of Ray's basic stances switch those defined under Basic 2. In order to switch back to his Basic 1 stances, he must perform the Hit sequence (Stance), a sequence that starts with his Basic 2 standing stance and ends with his Basic 1 standing stance, thus reverting his basic stances back to those defined under Basic 1.

Create a full ensemble of Basic 2 and 3 stances when you want to design a character that can fight using a number of different styles (ex. switch from Karate to Boxing), or create special moves that can only be executed once they have switched their basic stances.

HINT

TAKE TIME TO CREATE YOUR CHARACTER'S BASIC STANCES PROPERLY

As mentioned before, a character's basic stances are the foundation for all of their Hit/Throw sequences. Characters assume a basic stance at the beginning and end of every sequence (standing, crouching, etc.) and if these stances are not well designed, they will have a negative impact on the entire sequence. Also keep in mind that any changes/adjustments made to basic stances after they have already been incorporated into a sequence will necessitate having to make adjustments to the entire sequence. Create your character's basic moves carefully, create them first, and then work on designing Hits and Throws.

Of all the sample characters, only Lee Lin-Li has three types of basic stances.

HIT

This menu option is where a character's attack sequences (punches/kicks) are created. Up to 100 different attack sequences can be registered per character.

There are nearly 100 preset Hit attacks available for each of the six sample characters.

THROW

This menu option is where a character's throwing sequences are created. Up to 6 different throwing sequences can be registered per character. When creating throwing sequences, you must edit the motions for both the character performing the throw and the character being thrown.

Throw

Create the sequence where the opponent is thrown.

Thrown

Create the sequence where the opponent throws your character.

WIN/LOSE

Create a character's victory and defeat poses.

Win

Character's victory pose.

Lose

Character's defeat pose.

MOTION WINDOW

The Motion window is used to edit/create a character's motion. Select a preset motion from the Motion Data list to edit that motion. Select an empty motion data field from the list to create an original move. Press the ⊗ button while highlighting the desired selection to display the Motion Window.

Motion Types

Select a motion type

Motion Data

Select a motion data field

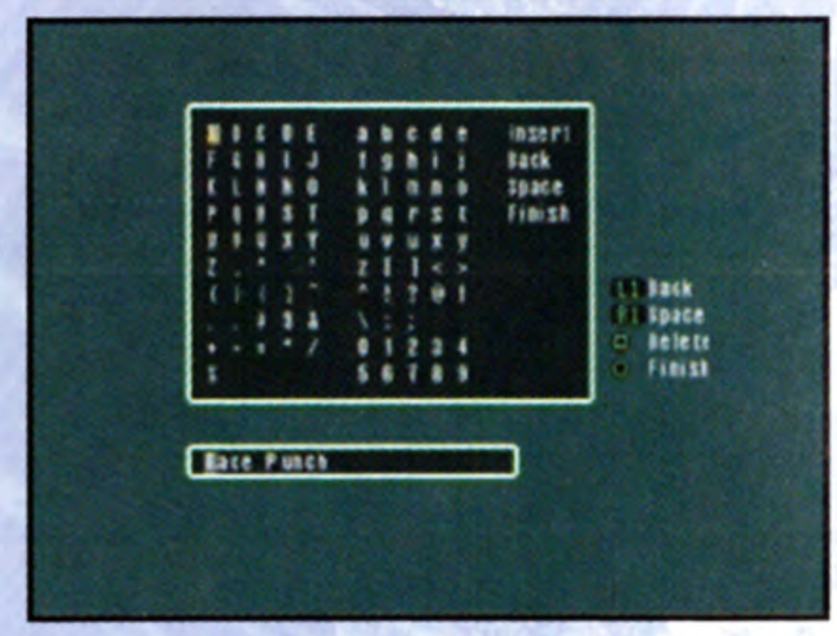
Motion Window

Select Edit to begin motion editing/creation

NAME

Enter a name for each motion/sequence created.

See the Text Input Screen section on {Pg. 10} for text entry procedures.



EDIT

Move various parts of the character in order to create/edit motions. Complete motion sequences are easy to create by simply assigning poses to each frame. {Pg. 27}

COPY/PASTE

Motion data can be copied and pasted. For example, select a motion data field from the Motion Window and choose Copy. Now highlight the motion data field where you want to paste the copied data and select Paste. The copied data overwrites any data in the motion data field where the paste was performed.

Copy

Highlight the desired motion and press the ⊗ button, select Copy and press the ⊗ button again.

Paste

Highlight the desired field and press the ⊗ button, select Paste and press the ⊗ button again.

DELETE

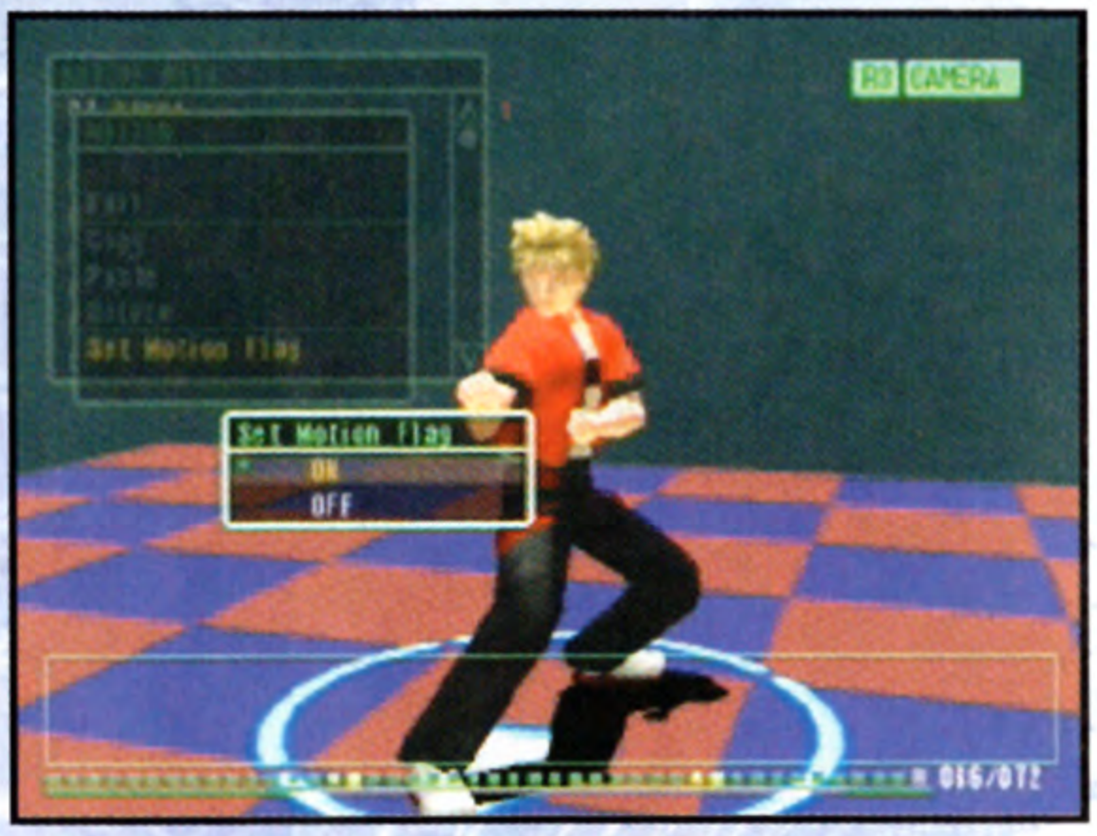
Select this option to delete all data in the motion field.

SET MOTION FLAG

This option is used to determine whether or not the selected motion can be used during game play. When OFF is selected, the motion cannot be used during game play.

This option can only be set in the Basic 2 and 3 menus. For example, suppose the stance (02 Crouch) is created in Basic 2. Even if the Set Motion Flag is ON, the crouch stance will not be performed when the button command is entered unless the character is using the Basic 2 stance set. {Pg. 22} The character will also be prevented from performing this move, even when using the Basic 2 stance set, if the Set Motion Flag is OFF.

Use this option when you want to limit a character's basic movements.

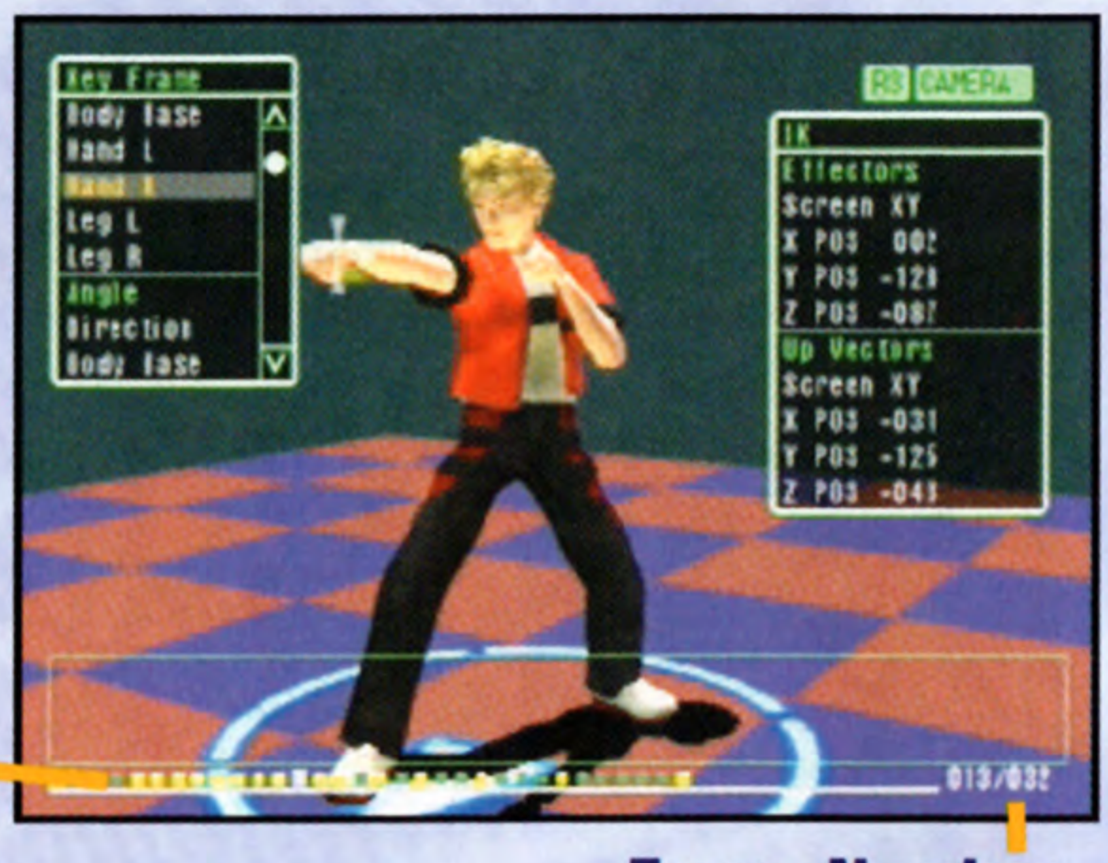


REPLAY LOOP

Continuously replays the selected motion. This option is only available for certain motion sequences (ex. Forward, Backward, Run).

SELECT THE FRAME

A completed character motion is easily created by editing several frames within the frame bar. These edited frames are referred to as Key Frames.



Motion Frames

Frame Number

About Motion Frames

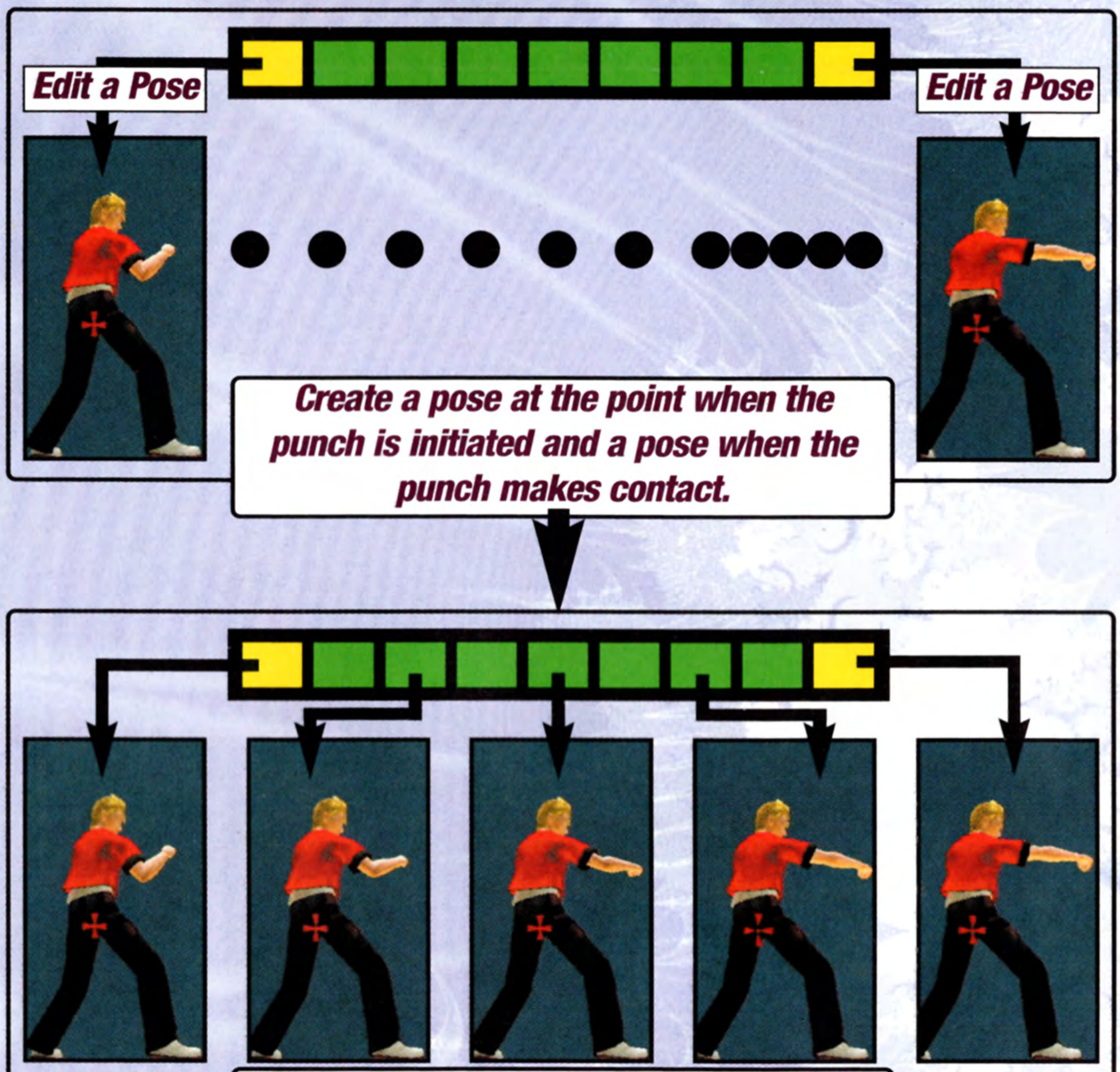
Motion Frames are the green and yellow squares laid out along the bottom of the Motion Editor screen. Think of each Motion Frame as being a frame in a film. By quickly displaying these frames back-to-back, it makes the character appear to move. However, it is not necessary to create a character sequence by making adjustments to each and every frame in a sequence. Instead, select two Motion Frames separated by a few other Motion Frames, assign poses to each of these two frames and the program takes care of the rest by filling in the motion for the frames between the two points. Creating sequences in this manner is a quick and easy way to see results.

Frame Bar

Yellow	**- Indicates an edited Motion Frame (Key Frame)**
Green	**- Indicates an unedited Motion Frame. The color of these will turn yellow if edited**
Flashing	**- Indicates the currently selected (displayed) Motion Frame**

Motion Frames work on the same principle as the frames in a film.

PUNCH MOTION EXAMPLE



The speed of a motion changes depending on the number of frames

The speed of a motion sequence changes depending on the number of frames that exist between the starting and ending points. To create a fast motion sequence include less frames, to create a slower motion sequence include more frames.

Sequence

For fast sequences, like a Hit, set the number of frames in between the starting and ending points to about 20.

Slow Sequence

For sequences where it is desirable to get a better sense of the motion involved, like a Throw, include plenty of frames between the starting and ending points.

STARTING/ENDING POSITIONS

When creating Hits and Throws, a Starting and Ending Position must be set for the first and last frames of the sequence.

STARTING POSITION

- **Pose & Position** - Select a starting pose and position for the sequence from the following:

Basic 1 - Set the starting position as either Basic 1 Stand or Crouch
Basic 2 - Set the starting position as either Basic 2 Stand or Crouch
Basic 3 - Set the starting position as either Basic 3 Stand or Crouch
Hit Motion - Set an attack sequence and a frame from the selected attack sequence

Hit Motion

Set the starting frame's pose to Hit Motion when creating a Combo sequence. When Hit Motion is set as the starting pose of a sequence, it is not possible to use that sequence as a standalone move. This type of sequence must be set as a Combo in the Sequence Editor and cannot be the first Sequence Command within a Combo. The Hit Motion option is useful for creating smooth Combo sequences.

- **Combo** - This option becomes available when Hit Motion is set as the starting pose in a sequence and is used to set the frame within the selected attack sequence where the motion currently being edited will begin.

- **Reverse Throw** - This is only available when creating the motion for a character being thrown. If set to ON, this enables the creation of a throwing move that is performed when an opponent is facing away from your character.

ENDING POSITION

- **Pose** - Choose from Basic 1, 2, or 3
- **Position** - Set the ending position as: Stand, Crouch, Down (Face Up), or Down (Face Down)
- **End Location** - Set the character's ending position
- **Insert** - Insert one frame before the ending position

KEY FRAME MENU

The options within this menu are those used to edit the character's actual motion within each Key Frame. Access this menu by highlighting Edit from the Motion menu and pressing the ⊗ button. Now select a Motion Frame using the ←→ directional buttons and press the ⊗ button to access the Pose menu. Select Edit from the Pose menu options and press the ⊗ button, the Key Frame menu is now displayed. Begin motion editing by adjusting the X, Y and Z-axes for different parts of the character model.

Key Frame Menu

Motion Menu

Motion Frame Selection

Key Frame Menu

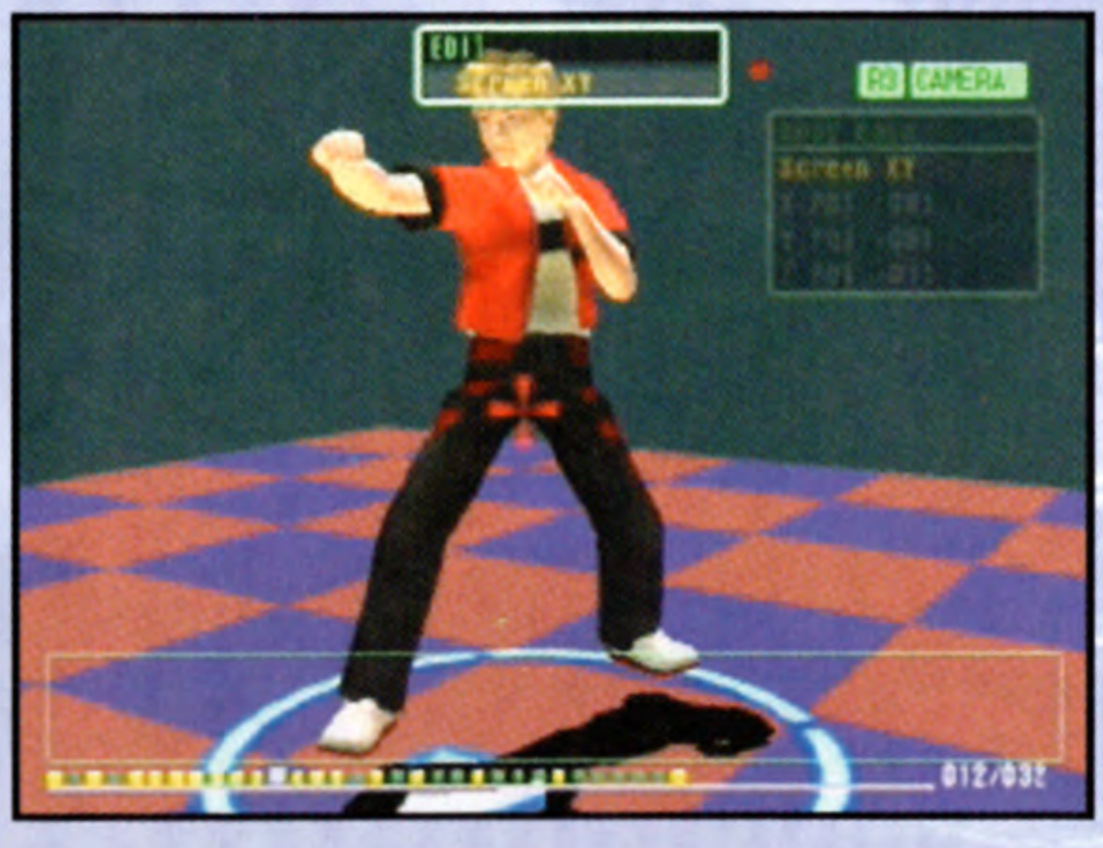
IK (INVERSE KINEMATICS)

Use this option to set the positioning of the following: Body Base, Hand L, Hand R, Leg L and Leg R. Excluding Body Base, the positioning of the remaining four options can be further refined by making adjustments to the axes listed under both the Effectors and Up Vectors menu options.

BODY BASE

Set the overall position of the character model on the game screen by making adjustments to the X, Y and Z-axes. This option is useful when depicting changes that occur in a character's center of balance when hit or thrown.

Express changes in the character's center of gravity that are the result of being hit/thrown.



SCREEN XY

The Screen XY option enables position changes to be made to the Body Base, Hand L, Hand R, Leg L and Leg R selections by simultaneously adjusting both the X and Y-axes. The selected body part moves differently depending on the Camera perspective used when making adjustments with this option. For example, using the default Motion Editor character, select IK Hand L from the Key Frame menu. Set the Camera to Front, select Screen XY and press the ➡ directional button; notice how the character's left hand moves away from their body. Now, change the Camera to Back, select Screen XY for Hand L and press the ➡ directional button; this time the character's left hand moves in towards their body.

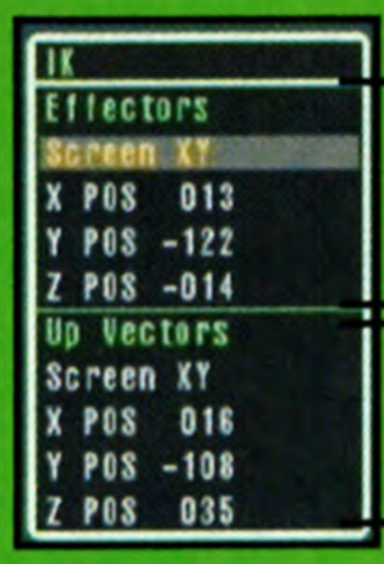
HAND L/HAND R/LEG L/LEG R

Set the position of specific parts of the character model using the axis options available in the Effectors and Up Vectors menu selections.

Poses can be created easily.

About the Effectors and Up Vectors Menus

These features may sound unfamiliar, but both are important to creating realistic Key Frame poses.



Effectors Menu

Up Vectors Menu

EFFECTORS MENU

Change the numerical value of the axis options available in this section to make position adjustments to different parts of the character model. When the character is facing forward; X-axis changes move the selected body part left/right, Y-axis changes move the selected body part up/down and Z-axis changes move the selected body part in/out.

Press the ⬅➡ directional buttons to increase/decrease the value of each axis.

Changes in the X-axis

Changes in the Y-axis

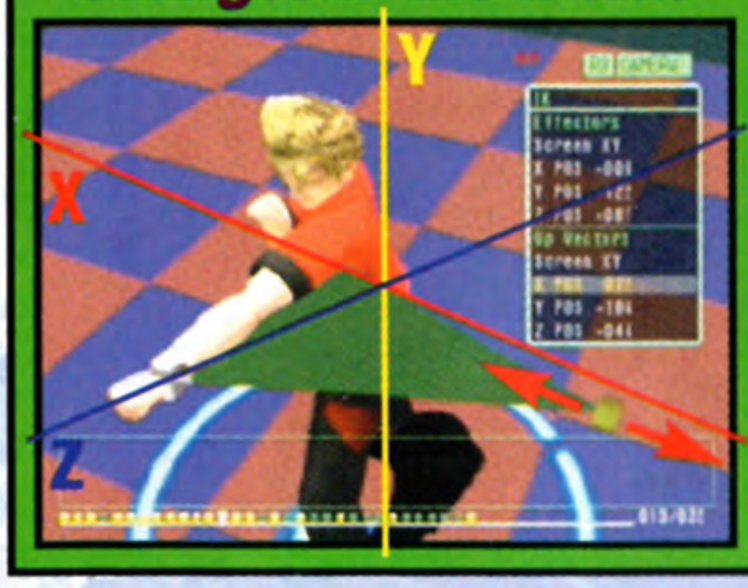
Changes in the Z-axis

UP VECTORS MENU

Change the numerical value of the axis options available in this section in order to make position adjustments to the joints of the selected body part (elbow, knee, etc.). A green triangular display acts as a visual guide when making Up Vector axis changes. Use this visual guide to help make the appropriate position changes.

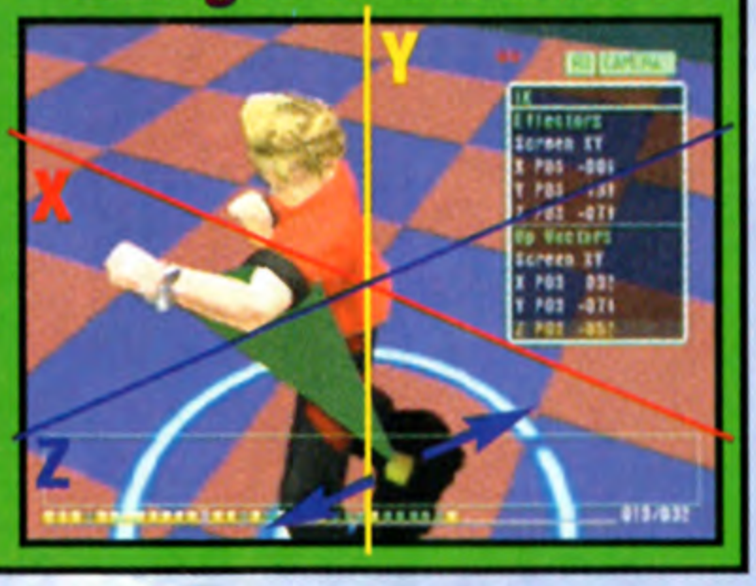
Up Vector operations can be a difficult to grasp at first. Experiment by adjusting the values of a particular body part.

Changes in the X-axis



Changes in the Y-axis

Changes in the Z-axis

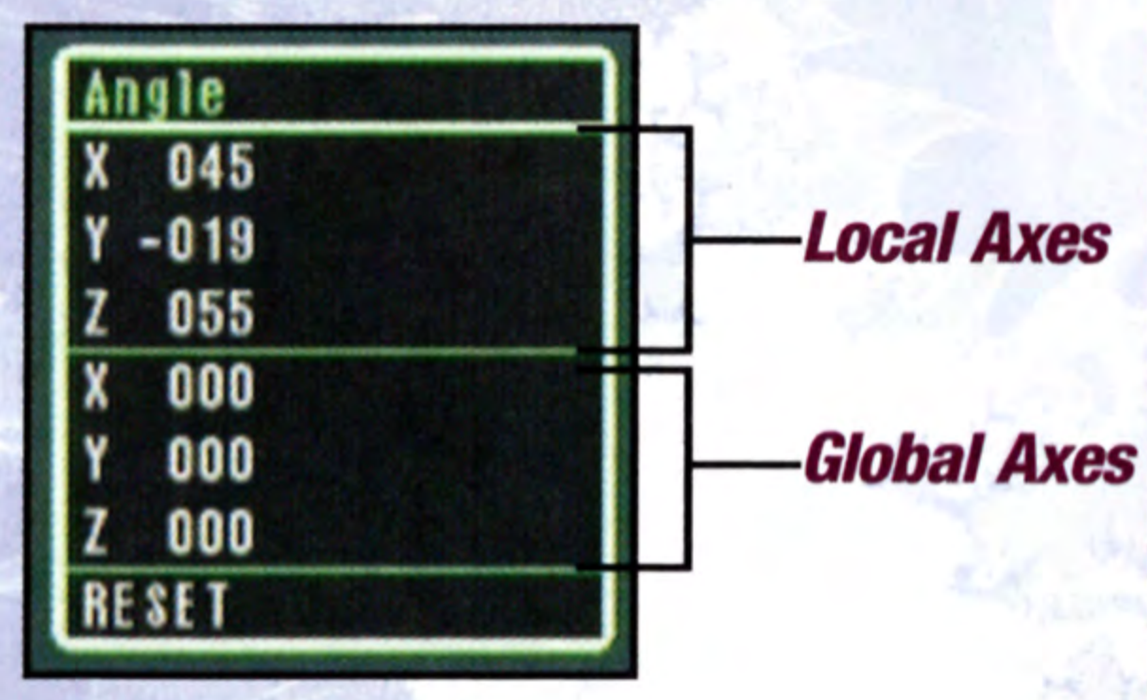


ANGLE

The options available in this menu enable adjustments to be made to the angle positioning of each body part on the character model. Adjustments can be made to a total of 19 different body part areas (Body Base, Head, Neck, etc.). Highlight an angle menu selection to display a ring that acts as a visual guide. This ring indicates the direction in which the selected body part is moving as axis values are adjusted/changed.

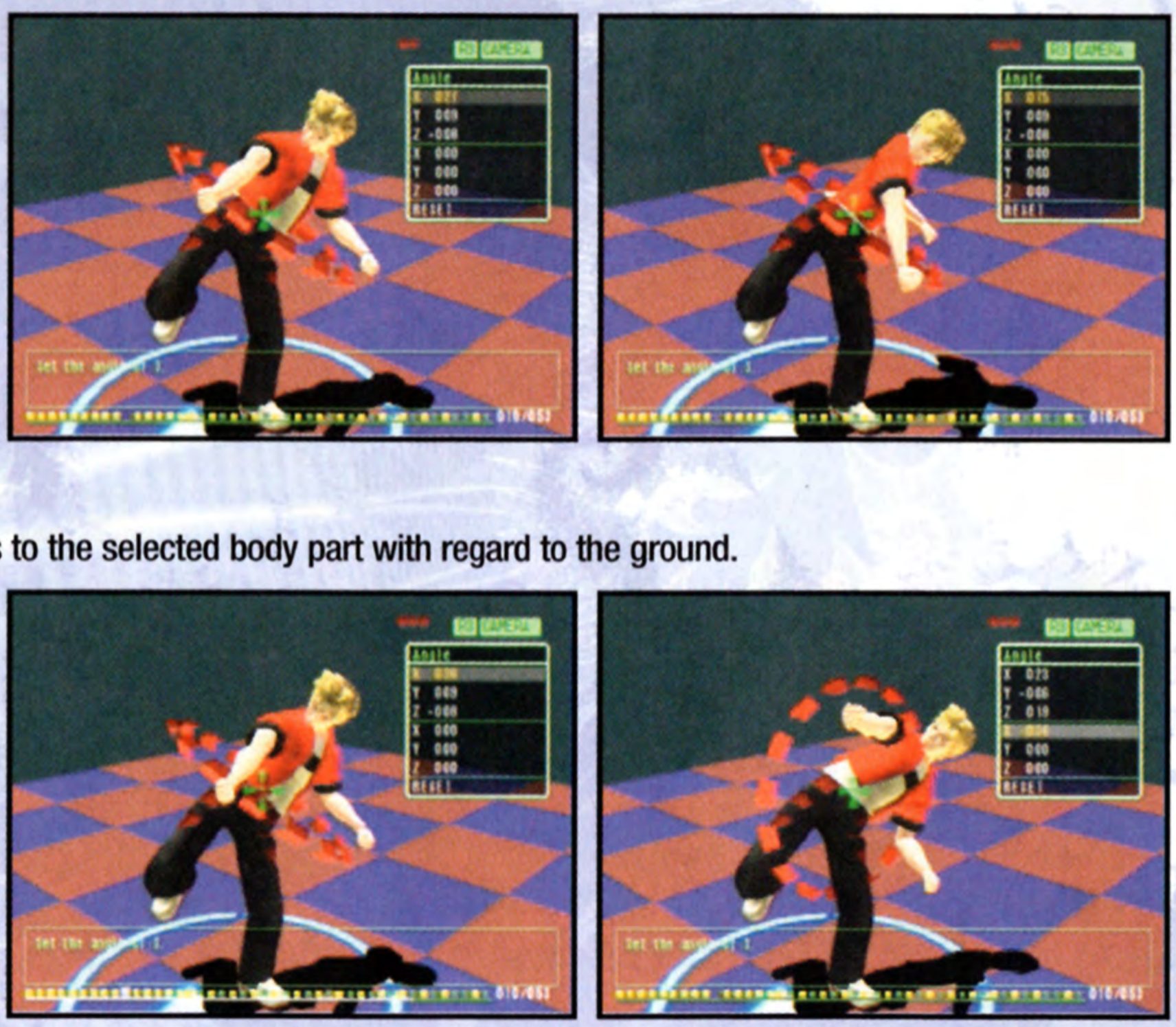
LOCAL AXES/GLOBAL AXES

Notice when looking at the Angle Menu, that there are two sets of X, Y and Z-axes associated with each body part area. The top set of axes are referred to as Local Axes, the bottom set as Global Axes.



LOCAL AXES

Make angle adjustments with regard to the selected body part.



GLOBAL AXES

Make angle adjustments to the selected body part with regard to the ground.

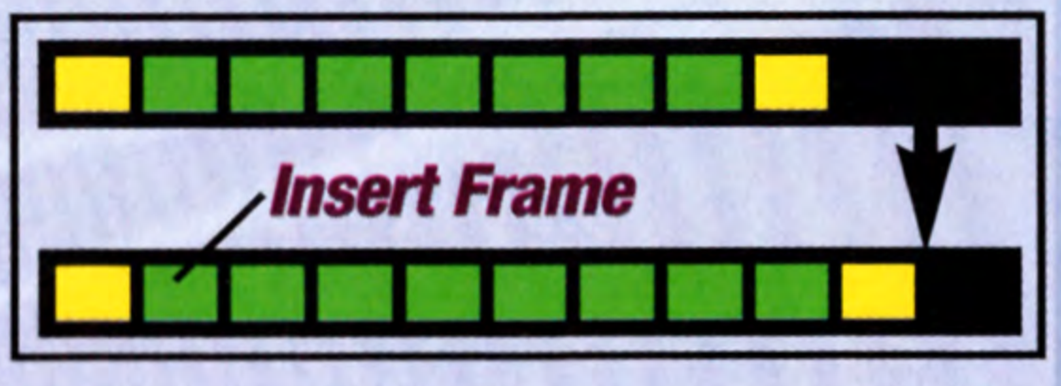
OTHERS

Other useful option commands in the Pose Menu include: Insert, Copy and Paste. All of these can be used to further simply the sequence editing process.

Select a Motion Frame and press the ⊗ button to display the Pose Menu.

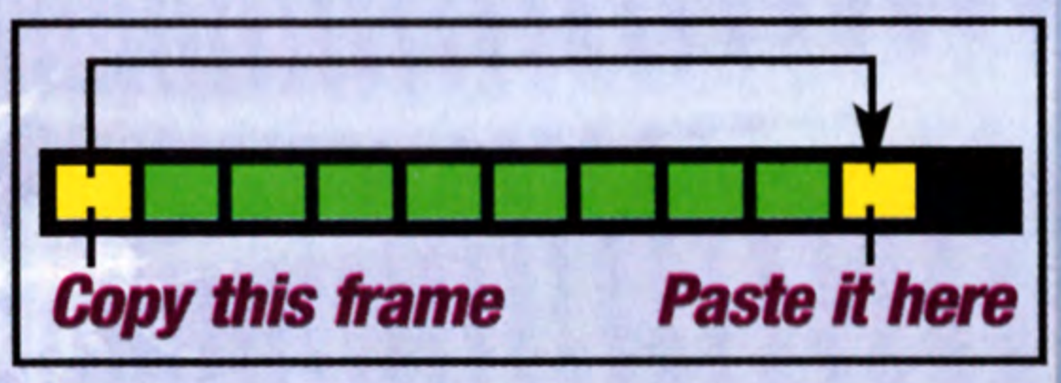
INSERT

Insert a new Motion Frame at the currently selected point in the Frame Bar. This feature can be used to add frames in order to slow down a sequence that is playing out too quickly.



COPY/PASTE

Use these features to copy a Motion Frame and paste it at another point in the sequence. This feature is useful when creating a sequence that contains many small adjustments made frame by frame. Make a copy of the desired frame, move it to where you want to place the next Key Frame, then make pose adjustments to the pasted copy.

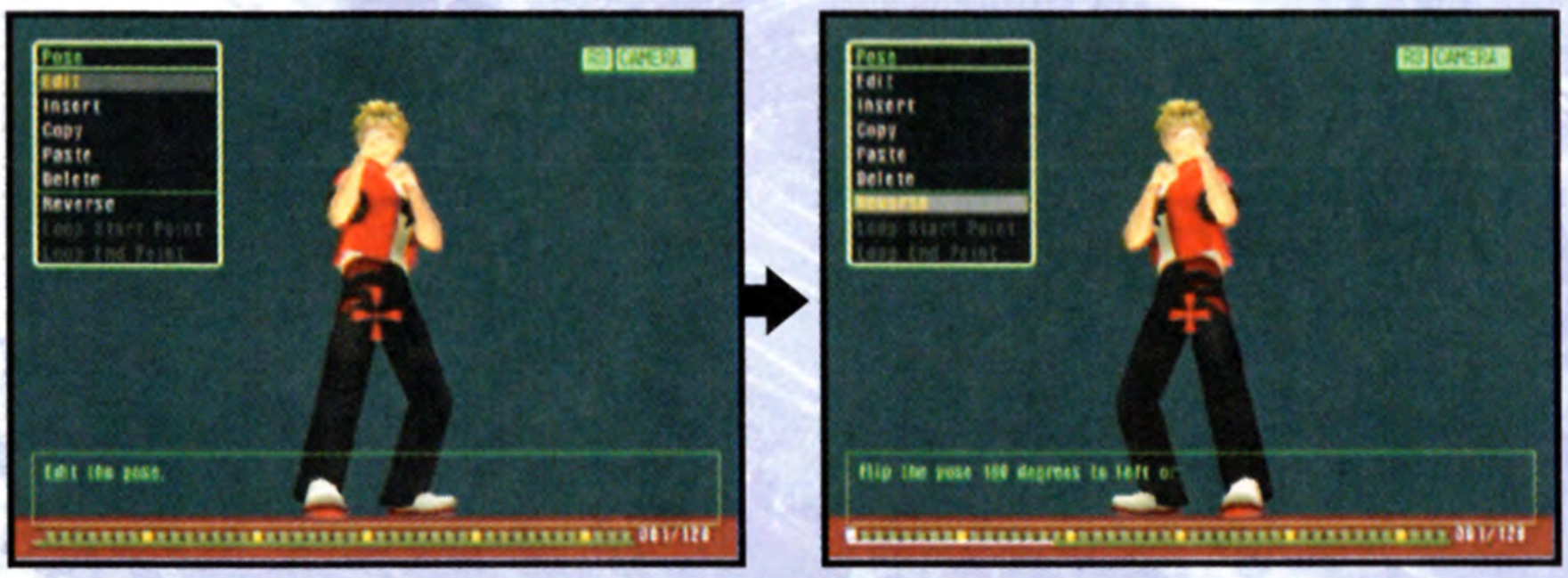


DELETE

Deleted the selected Motion Frame. Use this feature to remove frames that don't work in the sequence, or remove frames in order to speed up a sequence that is playing out too slowly.

REVERSE

Reverse the pose in the selected Motion Frame 180 degrees to the right/left. Reversing a pose mirrors that pose, it does not change the direction the character is facing.



Create easy motions by simply reversing a pose.

LOOP START POINT/LOOP END POINT

Continuously replay a selected segment of a sequence by setting one Motion Frame as the Loop Start Point and another as the Loop End Point. These options are only available for certain sequences (Forward, Backward, Background, Foreground and Run) available in the Basic 1/2/3 Motion Menus.

THROWS

Up to six throwing sequences can be created per character. If you load a sample character, and then look at their throwing sequences (select Throw from the Motion Type menu), you will notice that there are a total of twelve available motion data fields and that pairs of these fields share the same name. This is because, when creating a throwing sequence, the motion for both the character performing the throw and the character being thrown must be edited. So, each pair of similarly named fields equates to one motion for the actual throw and one motion for the result of that throw.

Throwing sequences are paired as shown below.

1. 001 - Throwing Sequence + 002 - Throw Result
2. 003 - Throwing Sequence + 004 - Throw Result
3. 005 - Throwing Sequence + 006 - Throw Result
4. 007 - Throwing Sequence + 008 - Throw Result
5. 009 - Throwing Sequence + 010 - Throw Result
6. 011 - Throwing Sequence + 012 - Throw Result

Designing the result of a throw is simple once the throw itself has been created, as the initiating sequence (the throw) is displayed when editing the result. This makes it easy to match the motion of the character being thrown (the result) to the motion of the initiating sequence (the throw). The character performing the throw and the character being thrown are always displayed when editing throwing sequences.

Test Play

Access this option in order to test the balance and sequence designs of your character creations. Highlight one of the six available stages and press the ⊗ button to activate the Test Play mode.

TEST PLAY SCREEN

PAUSE MENU

Press the SELECT button during Test Play to display the Pause menu selections. These menu selections are used to adjust various game settings.

PAUSE MENU

PLAYER 1/2 CONTROLLER

Adjust character operation settings for PLAYER 1 (character on left) and PLAYER 2 (character on right). Four menu options are available: CONTROLLER, CPU EASY, CPU NORMAL and CPU HARD.

CONTROLLER - Set character control to player (user)
CPU EASY - Set character control to CPU EASY
CPU NORMAL - Set character control to CPU NORMAL
CPU HARD - Set character control to CPU HARD

GAME SPEED

Adjust game speed (20 - 200). The default setting is 100.

Slowing the game speed makes it easier to check character motions.

VIEW

Set the game viewpoint. There are a total of 13 different viewpoints.

View 0

View 1

View 2

View 3

View 4

View 5

View 6

View 7

View 8

View 9

View 10

View 11

View 12

SETTINGS MENU

Toggle various in-game character information displays ON/OFF.

• HEIGHT

Displays a gauge indicating the vertical height reached by a character when knocked into the air by an opponent's attack.

• HIT AREA

Display the contact points associated with an attack [indicated by yellow circle(s)]. When these points make contact with an opponent, they take damage. {Pg. 18}

• DIRECTION

Displays an arrow on the ground that indicates the direction the character is facing.

• COMMAND

Displays a list of button commands entered on the controller.

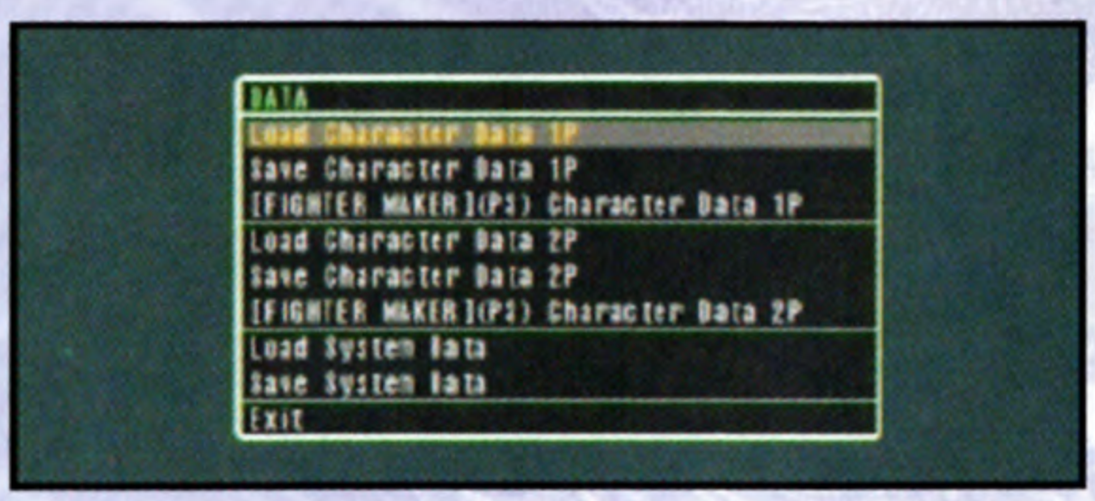
EXIT TEST

Exit the Test Play mode.

Data

The Data option is used to save/load character and system data associated with Fighter Maker 2, as well as import saved motion data from the original Fighter Maker.

Be sure to save important character creation data on a Memory Card (8MB) (for PlayStation®2) so the data will be available the next time you play.



LOAD CHARACTER DATA 1P/2P

Load character data for players 1 and 2 (Profile, Body Designs 1 - 4, Sequence/Motion data). Sample character data can also be loaded from the CD-ROM.

SAVE CHARACTER DATA 1P/2P

Save character data for players 1 and 2 (Profile, Body Designs 1 - 4, Sequence/Motion data). Up to four characters creations can be stored on one Memory Card (8MB) (for PlayStation®2).

FIGHTER MAKER (PS) CHARACTER DATA 1P/2P

Use this option to import motion data [saved on a Memory Card (8MB) (for PlayStation®2)] from the original Fighter Maker. Importing Fighter Maker data increases the number of available sequences. Fighter Maker profiles and body designs cannot be imported, only motion data.

Note: In order to load Fighter Maker motion data for use with Fighter Maker 2, you must do the following: Copy saved Fighter Maker data from a PlayStation® MEMORY CARD to a Memory Card (8MB) (for PlayStation®2) via the PlayStation®2 game console browser. Once the data is copied to a Memory Card (8MB) (for PlayStation®2), it can be loaded into Fighter Maker 2 using the Fighter Maker Character Data 1P/2P menu options.

SAVE/LOAD SYSTEM DATA

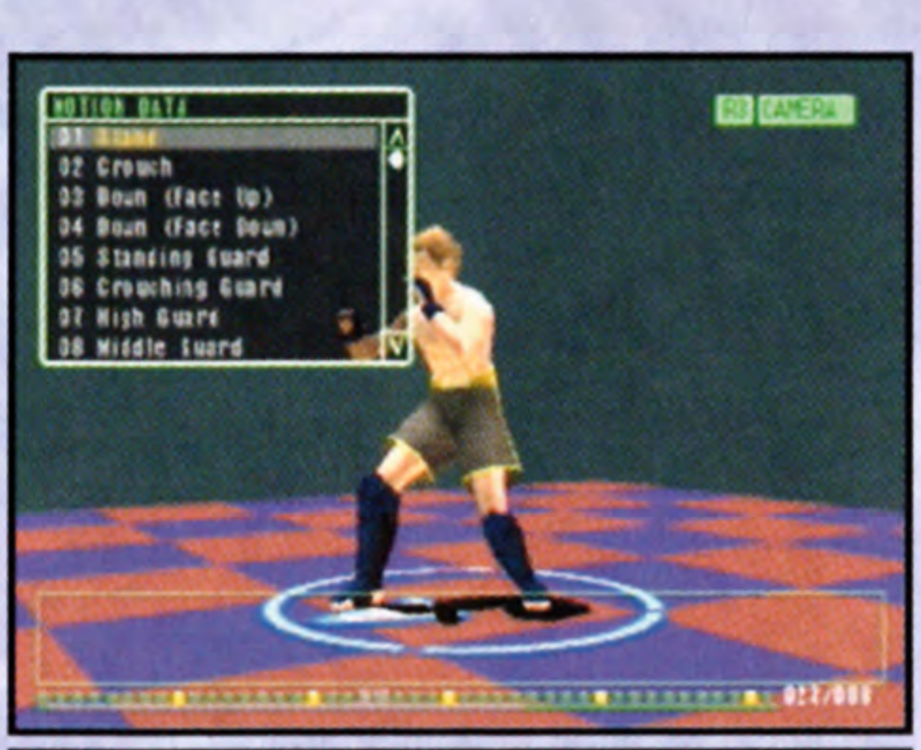
Use this option to save/load Fighter Maker 2 CONFIG settings. {Pg. 6}

CHARACTER CREATION TIPS

When first getting started, probably the most challenging aspect of Fighter Maker 2 is the creation of realistic character sequences. This process will get easier once you've had time to practice. Included below are a few tips for getting started.

BASIC MOVEMENTS

These movements form the basis of all other character sequences, take time to construct them carefully.



HIT SEQUENCES

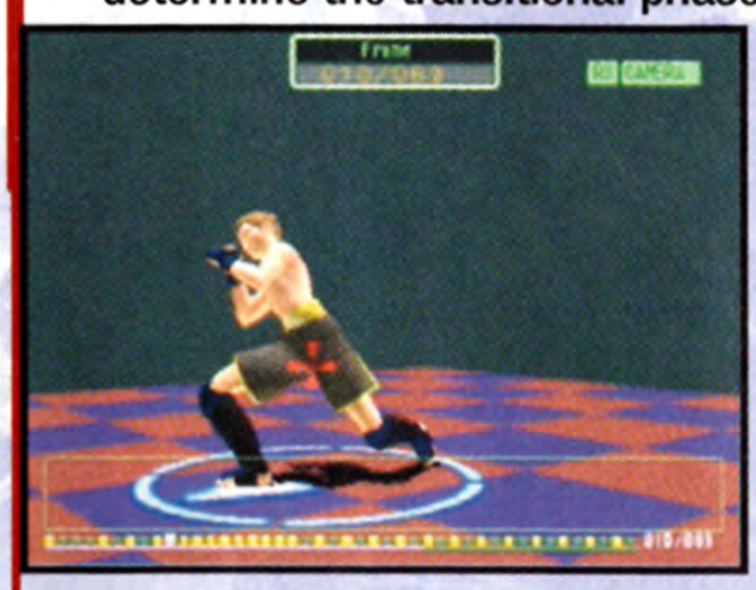
Hit sequences are an indispensable aspect of fighting games and one of the most versatile. Try your hand at creating a variety of different punching sequences - small, quick punches and ones that simply floor the competition.

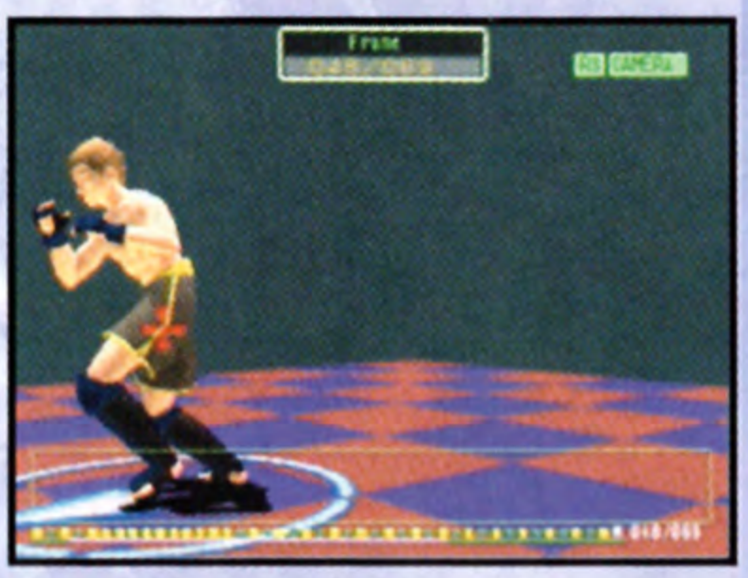
THROWS

Throwing sequences can be set so that they are easy to perform, but their creation is more challenging, since you must design the movements for both how the throw is performed and how it affects the character being thrown.

USE THE BEGINNING AND ENDING FRAMES OF A SEQUENCE TO CREATE THE TRANSITIONAL PHASES

Character sequences do not have to be created frame by frame. Set the beginning and ending frames of a sequence, then intersperse the frames between them with several Key Frames and let the game's system determine the transitional phases between them.





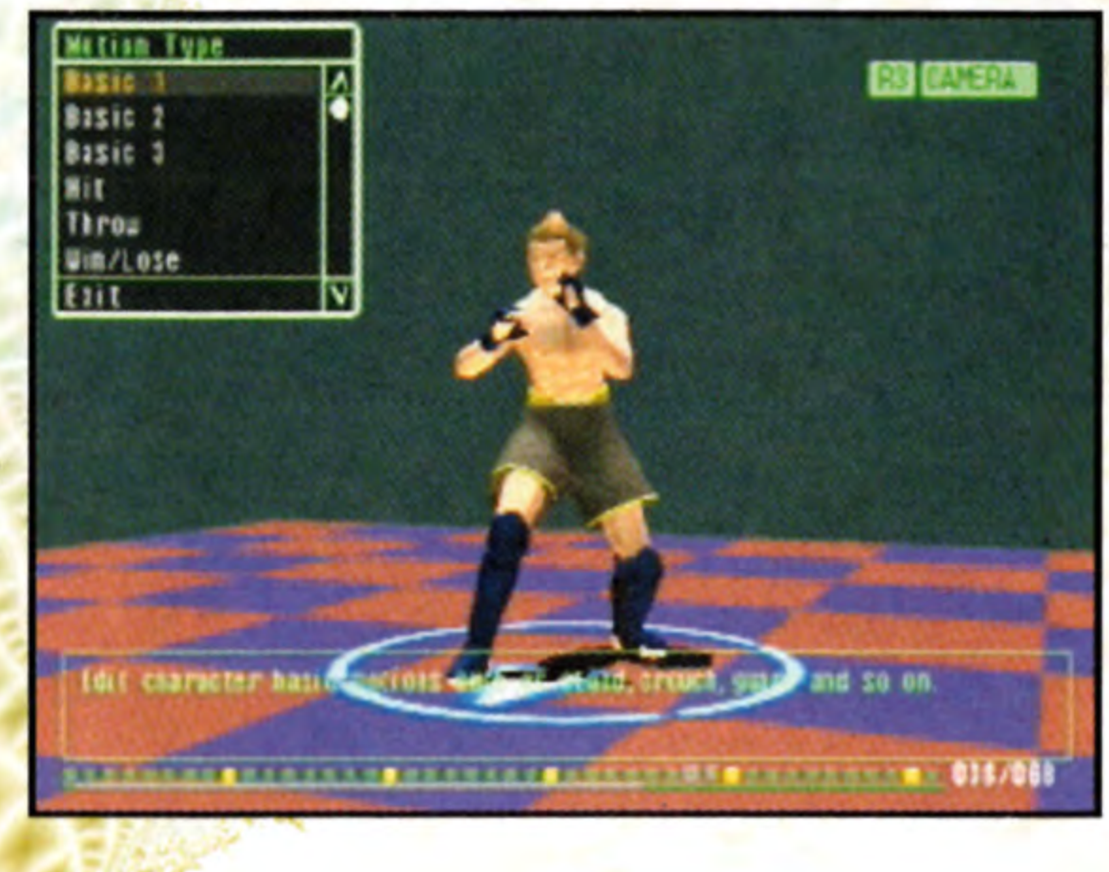
CHECK SAMPLES

Use sample character sequences as stepping points for the creation of your own moves and as references. Borrow aspects of a particular sequence for inclusion in your own, and most importantly, try editing existing samples to familiarize yourself with how the sequence creation process works.

CREATING A CHARACTER

For those new to the Fighter Maker game series, this section will help walk you through the character creation process. This process is divided up into five sections, each of which is described in detail on the following pages.

Create characters and character movements however you choose.



PROCESS NECESSARY TO CREATE A CHARACTER

1. PROFILE CREATION

Specify your character's profile (Name, Hobby, Birth Date, etc.)

2. BODY DESIGN CREATION

Set the appearance of your character. Up to four designs can be created per character.

3. MOTION EDITOR

Create the moves that the character will perform when fighting (Basic Stances, Hits, Throws).

4. SEQUENCE EDITOR

Assign the moves created for the character in the Motion Editor to the character's combat repertoire.

5. TEST PLAY

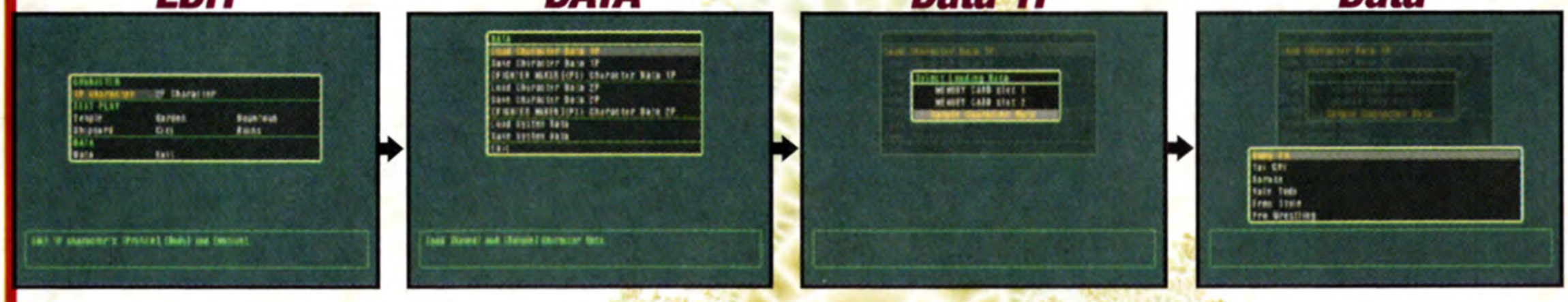
Test play character creations to assess their overall performance.

COMPLETE!

I. Profile Creation

1 LOAD A SAMPLE CHARACTER

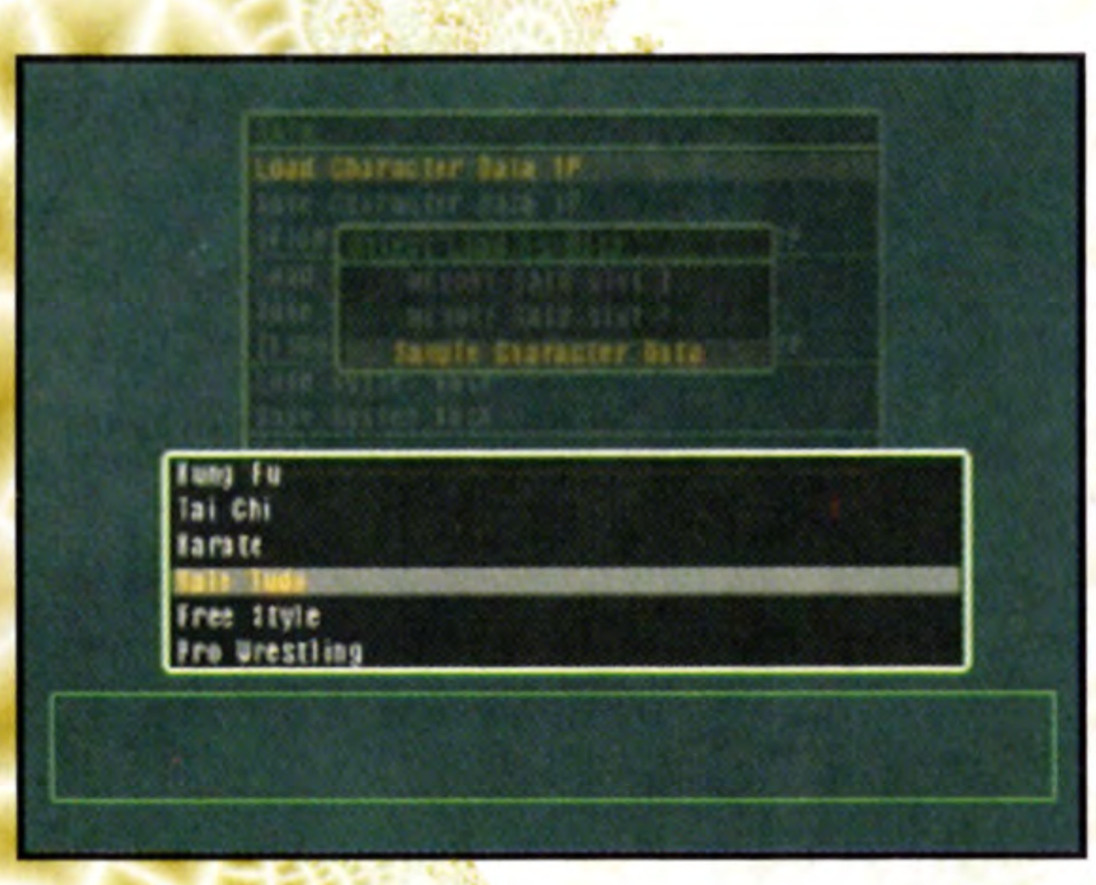
For this creation walkthrough, we'll use a sample character and make modifications to it.



2 LOAD VALE TUDO

Choose the EDIT option from the Title screen. When the Edit menu is displayed, select Data. Next, choose Load Character Data 1P and select Sample Character Data. Highlight Vale Tudo and press the ⊗ button.

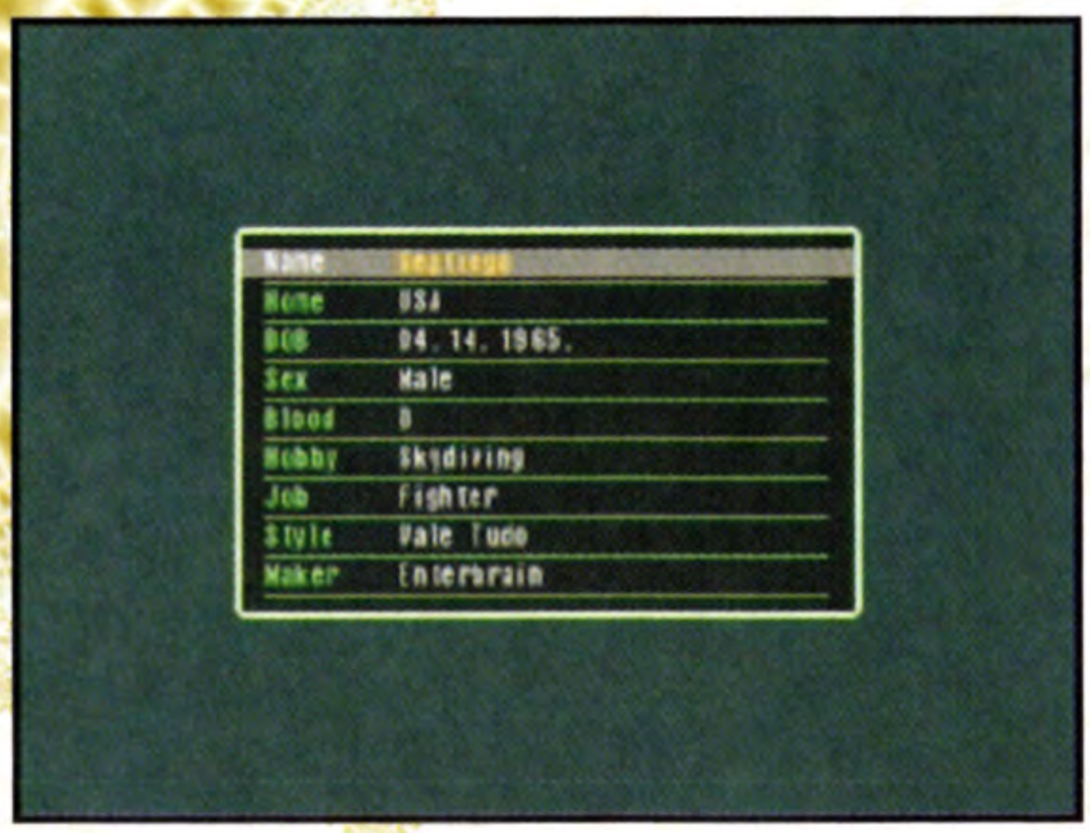
There are a total of six sample characters available on the Fighter Maker 2 CD-ROM.



3 EDIT CHARACTER PROFILE

Return to the main Edit menu (press the ◉ button). Select 1P Character, Profile and then Edit. The default profile for Septiego is displayed. Highlight a profile field and press the ⊗ button to access the Text Edit screen. Once the profile is edited to your liking, press the ◉ button and choose (Store changes and exit). Your character profile is finished.

Completed character profiles are displayed on the character selection screen in Play Game.



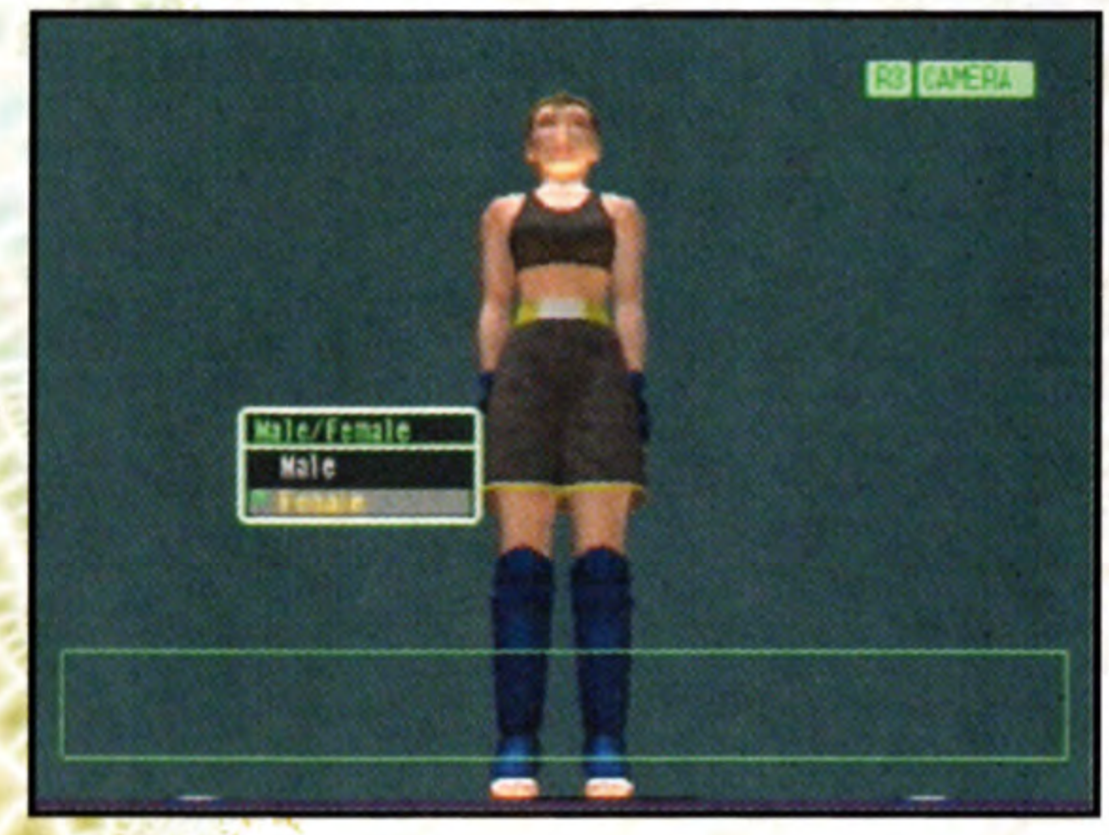
Text Input Screen ➡ {Pg. 10}

II. Body Design Creation

1 BODY DESIGN

Highlight Body Design 1 and press the ⊗ button. Choose Edit to display the Body Design menu. Adjust the Male/Female and Skin Color options to your liking.

Male/Female - Choose either a male or female body type.



SKIN COLOR

Set the character's skin tone by adjusting the RGB values.

Sample 1

Sample 2

Sample 3

Sample 4

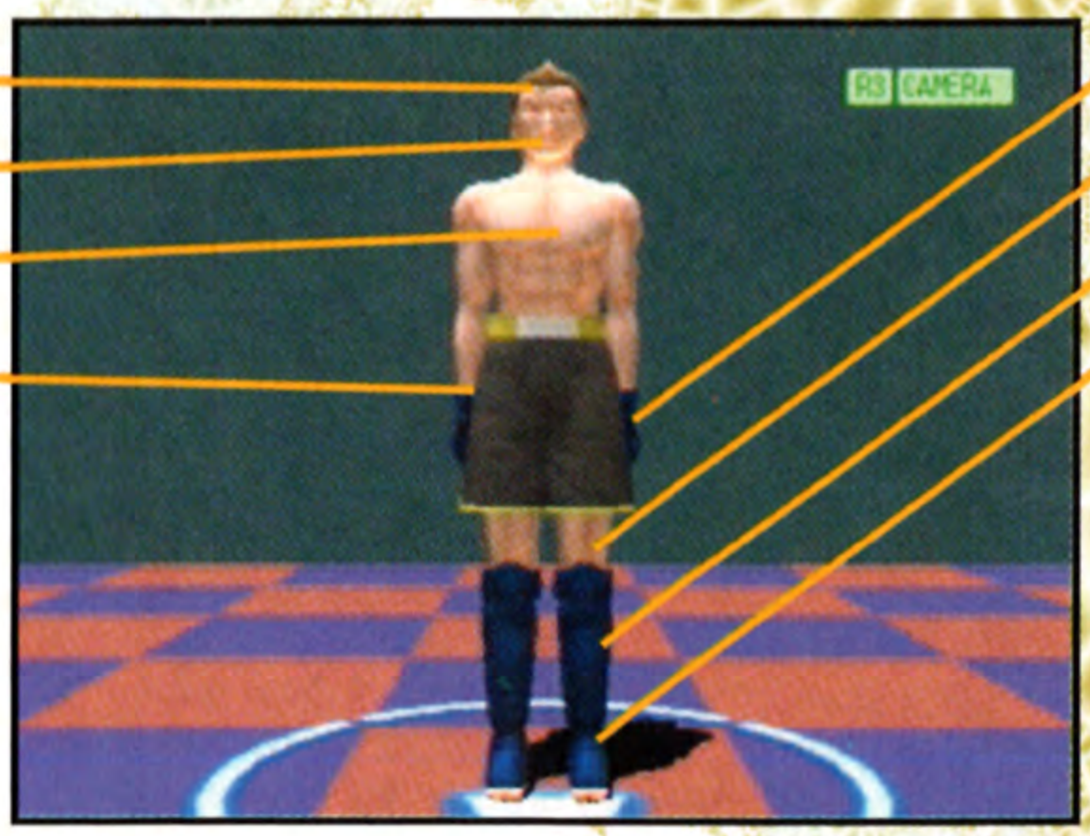
Sample 5

SET

Choose SET from the Skin Color menu to use one of five preset sample colors for your character design, or adjust the RGB values to create your own setting.

2 CHARACTER APPEARANCE

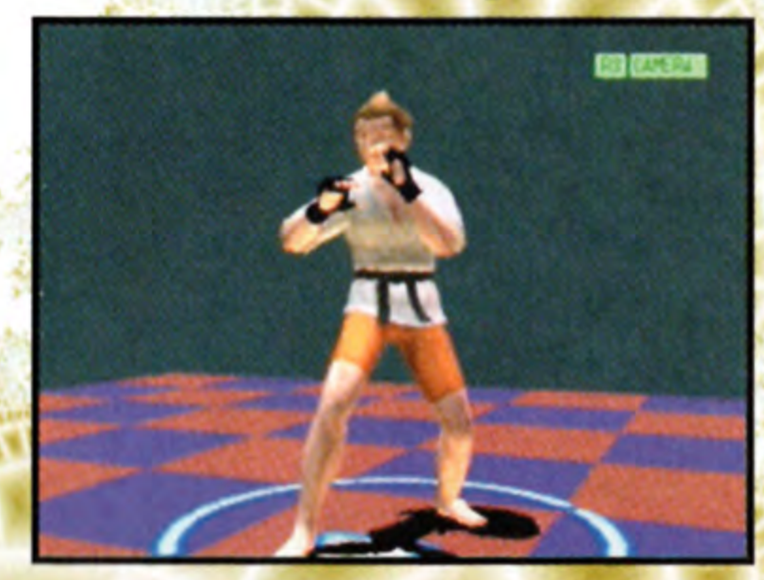
Adjust your character's look and apparel by making adjustments to the menu options beneath Appearance in the Body Design menu. Certain pieces of apparel cover more than one part of the character's body.



3 MULTIPLE CHARACTER BODY DESIGNS

A total of four different body designs can be created for each character. Set each new character design separately under the different Body Design menus (1 - 4). Follow the instructions on the previous page when creating each new design.

One character can be given four distinctly different looks.



Advice

Verify the design by setting the character's Standing Motion.
Since the character is initially standing upright, set the character's default Standing Motion to 0 (from the Body Design menu) in order to see what your design will look like in a game play pose.

The character's standing motion must be defined in order for them to assume the pose.

4 SAVE YOUR PROGRESS

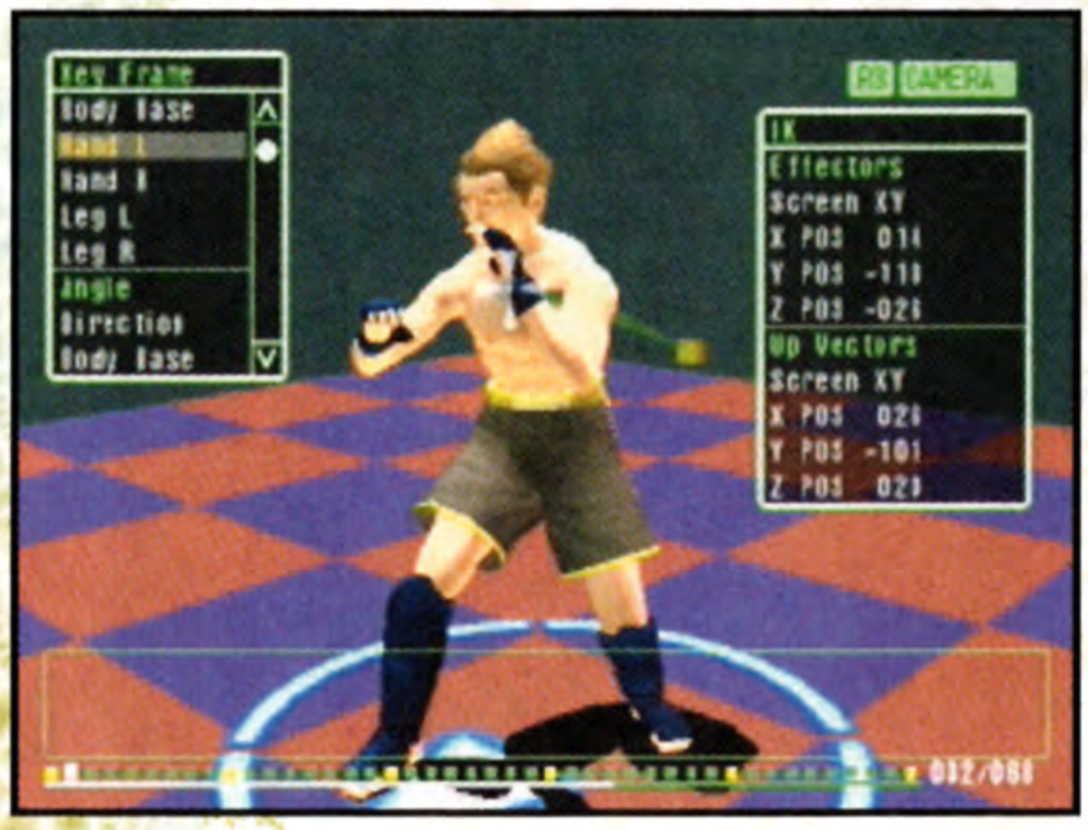
When satisfied with your character's appearance, select EXIT from the Body Design menu. When prompted to confirm this action choose (Store changes and exit) to save your progress thus far.

Selecting (Exit Without Saving) reverts any changes to their original, default settings.

III. Motion Editor

1 EDIT A BASIC CHARACTER MOTION

Select Edit Mode from the 1P Character menu to display the Edit Mode menu. Select Edit Motion to enter the Motion Editor. Highlight Basic 1 in the Motion Type menu and confirm the selection (press the ⊗ button).



Character animation is displayed in the Motion Editor according to the selected motion.

Motion Type

Motion Data

Motion

Edit

2 COPY POSE FROM BASIC 1 TO BASIC 2

Select (01 Stand) from the Motion Data menu. Now highlight and select Edit. Verify that the currently selected Motion Frame is (001/068) and press the ⊗ button to access the Pose menu. Select (Copy) to copy Motion Frame (001). Return to the Motion Type menu (press the ◎ button) and select Basic 2. The next step is to paste the copied frame in the first Motion Frame position of (01 Stand) in Basic 2. Follow the same steps you did earlier, except now when you get to the Pose menu, choose Paste instead of Copy. The Motion Frame that was copied is now a Key Frame at the beginning of (01 Stand) in Basic 2.

Advice

ELIMINATE UNNECESSARY STEPS THROUGH SMART USE OF THE COPY AND PASTE OPTIONS

Instead of creating a pose for each new motion, use the Copy and Paste option to borrow poses from the sample characters. This is a useful method to speed up the sequence creation process.

COPY & PASTE

Original Motion Frame

Copied Motion Frame

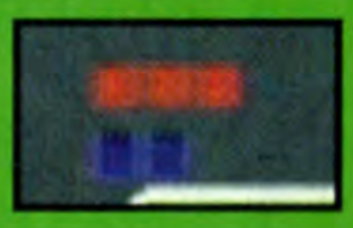
3 CREATE A POSE

Bring up the Key Frame menu by selecting Edit from the Pose menu. Now the pose that was copied and pasted earlier can be edited. Try making adjustments to different parts of the character's body. {Pg. 27}

In our example, the character's arms have been raised slightly.

Advice — Undo and Redo

Up to five adjustements made to the pose of a character model are stored in the Undo(L1 button) and Redo (L2 button) guages in the upper-right portion of the screen. The Undo option enables you to go back one step in the process; the Redo moves one step forward.



Undo adjustements are indicated by small red boxes, Redo by small blue boxes.

Before Adjustments

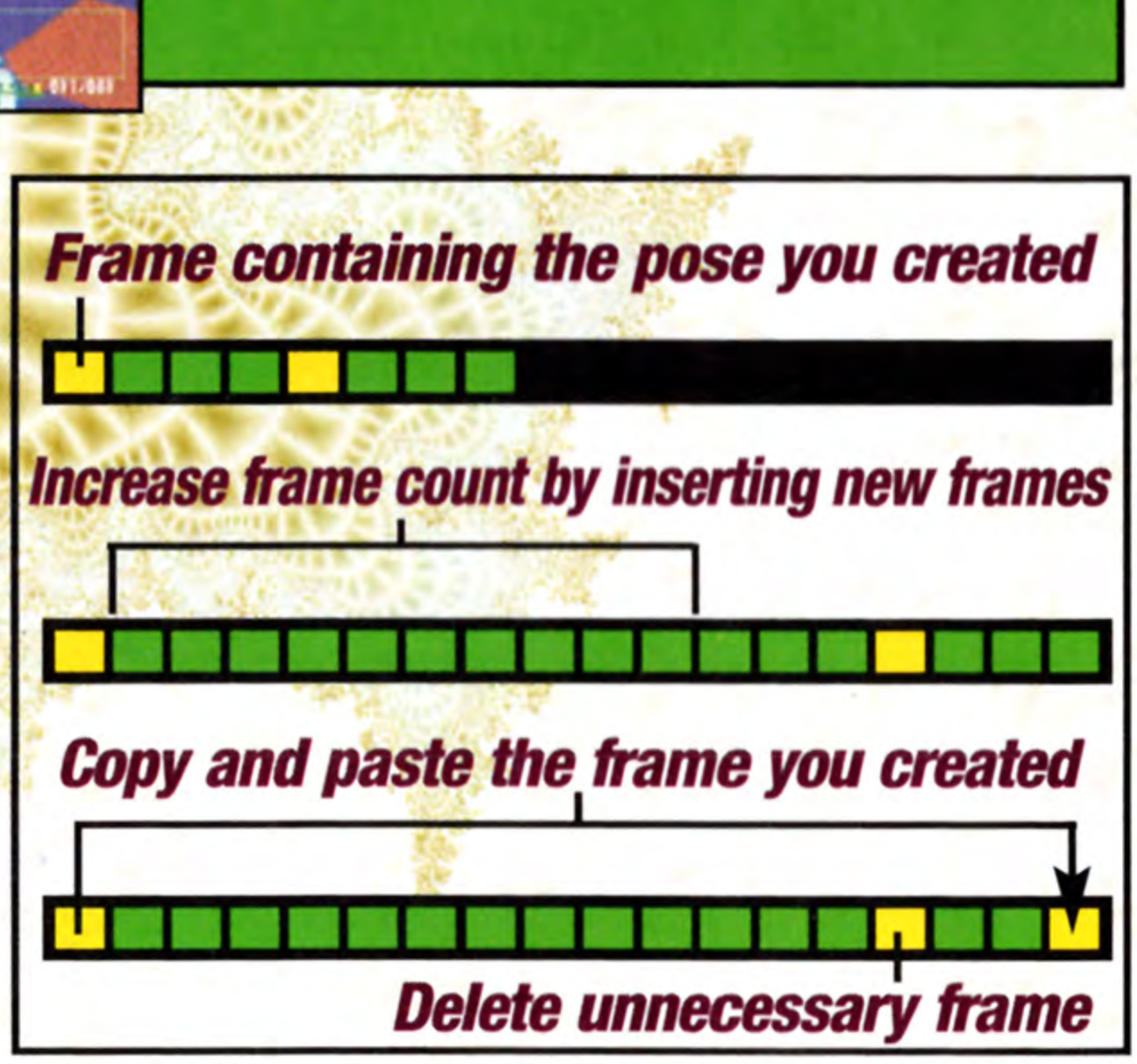
UNDO

REDO

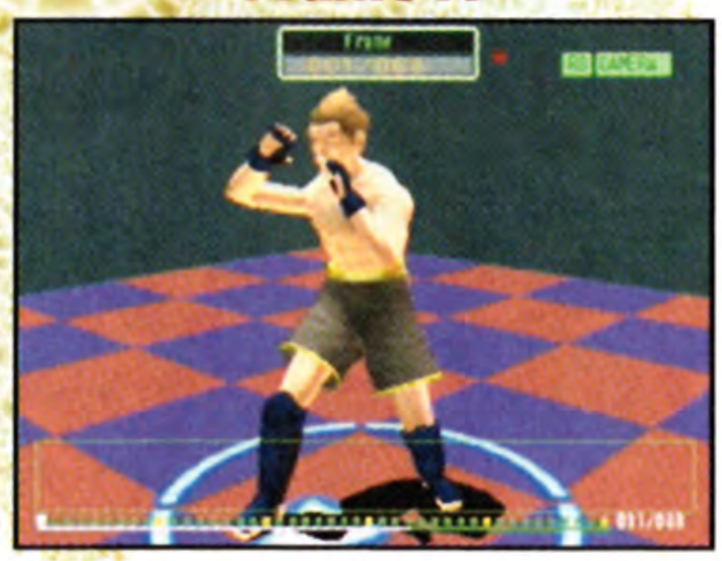
After Adjustments

4 COPY AND PASTE THE NEW POSE

Select Copy from the Pose menu and copy the pose you have created. Next, select Insert and increase the number of frames in the sequence by 10 (starting from the first frame). Now, move the cursor to the very last frame in the sequence (➡ directional button) and paste the frame copied earlier. The fifteenth Key Frame in the sequence is useless and should be deleted. {Pg. 31}



Frame A



Frame B

These two frames will be referred to as Frame A and Frame B for the remainder of the creation walkthrough.

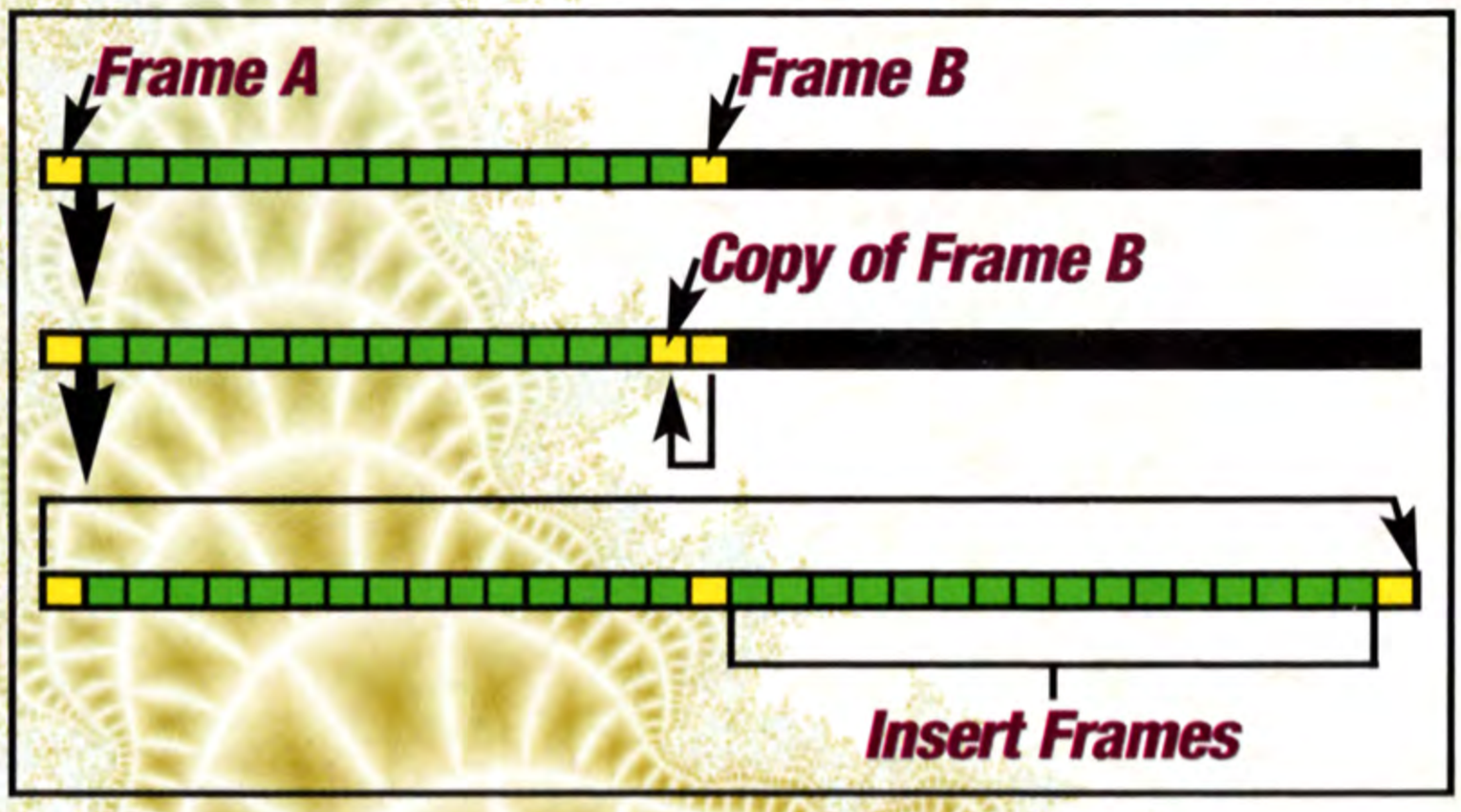
5 EDIT THE POSE IN FRAME B

Frame B will eventually be set as the exact midpoint in our Basic standing sequence creation. Keep this in mind when editing the pose. {Pg. 27}

As our sequence is a Basic pose, we will lower the character's arms slightly.

6 COPY FRAME B

Copy and paste the pose that was just edited in Frame B one frame to the left. Next, copy Frame A to Frame B's original position. Lastly, insert 14 frames between the new copies of Frames A and B. This completes the creation of our sample Basic standing sequence.



The Basic motion is now complete!

7 REFINE THE SEQUENCE

Our completed sequence is a very basic one and therefore the motion is simple. To refine the motion, make adjustments to the current poses, or add edited Key Frames in between those already created.

- **If the motion is too fast**

Increase the number of frames in between the key frames using the Insert feature.

- **If the motion is too slow**

Reduce the number of frames in between the key frames using the Delete feature.

Edit the poses in these frames to smooth out the sequence.

Frame A ***Frame B***

8 CREATING OTHER MOTIONS (HIT/THROW)

HIT

The concepts involved in creating a Hit sequence are similar to those used when creating a character's Basic motions. Make sure to design solid Start, Impact and Return frames when creating Hit sequences.

Start ***Impact*** ***Return***

• CREATING THE MOTIONS IN BETWEEN

Begin the design of your Hit sequence by first creating these three key poses. Additional Key Frames can then be edited and inserted in between these to make the sequence more realistic.

Start Pose ***Create poses in these frames to smooth out the sequence.*** ***Impact Pose***

THROW

Well-designed Throwing sequences also consist of three key poses. These poses are: the beginning of the throw, middle of the throw and after the throw. A completed Throwing sequence requires that the motion of the character being thrown be edited as well.

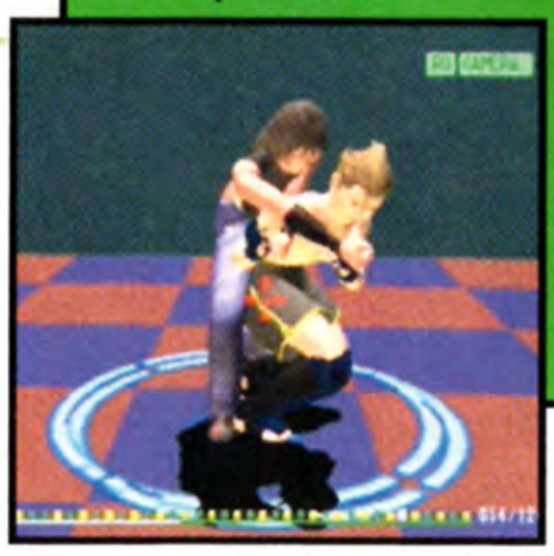
Beginning of Throw ***Middle of Throw*** ***After the Throw***

• REFINING THE SEQUENCE

Further refine the throwing sequence by editing and inserting additional poses between the three key poses.

CREATE THE MOTIONS FOR THE CHARACTER BEING THROWN

Make sure that when creating a throwing sequence, you also design the motion for the character being thrown in order to complete the entire process.



Use the motion of the character performing the throw as a guide when creating the "being thrown" motion.

IV. Sequence Editor

1 ASSIGNING MOVES IN THE SEQUENCE EDITOR

This section will discuss assigning motions you've created in the Sequence Editor. Begin by selecting Edit Sequence from the 1P Character Edit Mode menu. Highlight a Sequence Folder in the Sequence Editor using the ⬆⬇ directional buttons; select a folder by pressing the ⊗ button.

This is where created character motions can be added to their repertoire.

2 SET THE START POSITION

The Start Position command window (white box in top-left corner of folder) is highlighted after selecting a Sequence Folder. Set the Start Position by pressing the ⊗ button and assigning the character's Pose and Start Position. The settings made here determine the character's status prior to performing an attack.

Set the character's Pose and Start Position.

• POSE

Register a Basic motion that was created using the Motion Editor. One pose can be selected from wherever these motions were created/set: Basic 1, Basic 2, or Basic 3. The default option is Basic 1.

• START POSITION

Set the stance of the character prior to performing a sequence.

Choose from either: Stand, Crouch, Standing, or Crouching.

3 ASSIGNING SEQUENCES IN THE SEQUENCE COMMAND WINDOW

• CREATE A NEW REGISTRATION

Highlight the window beneath the Start Position Window. Once selected, the New option will be highlighted. Press the ⊗ button to assign a sequence to the Sequence Command Window.

The Sequence Command Window enables sequences to be customized.

•SELECT THE MOTION

Choose a Motion from the Motion List using the ⬆⬇ directional buttons and press the ⊗ button to assign it to the Sequence Command Window.

Motion fields containing no data are listed as (Motion ###).

•SET ATTACK TYPE

Four settings are available for the Attack Type option in the Sequence Command menu: High, Middle, Low and Throw.

Specifying this option determines where the attack will be focused on an opponent and also automatically determines which defensive posture an opponent can use to block the attack.

***High** - Sets the attack area between an opponent's head and chest.*

***Middle** - Sets the attack area between an opponent's chest and waist.*

***Low** - Sets the attack area between an opponent's waist and leg.*

***Throws** - Designates the attack as a throwing sequence.*

4 SETTING CONDITIONS (1 - 4)

Use the Condition options in the Sequence Command menu to set the conditions under which a sequence can be executed.

If two instances of a particular sequence (ex. Mid Kick) are set in different Sequence Command windows and are performed using the same button input, they will be treated as separate sequences if their condition requirements differ. Let's say that pressing the ⊗ button performs both instances of the sequence Mid Kick; and that the first defines the condition as Enemy Standing, and the second as Enemy Crouching. For the first instance to occur, the opponent must be standing when ⊗ is pressed, for the second, the opponent must be crouching.

Advice

SET CONDITIONS TO CREATE UNIQUE SEQUENCES

Let's say you've set the condition to (None) for a sequence in which the character turns around and punches. When the button command for this sequence is entered, the end result will be an awakard move where the character suddenly faces away from thier opponent and then turns around and throws the punch. To make the sequence less awkward, set the condition to (Facing Backwards). With this condition setting, the character will only be able to execute the move when they are already facing away from their opponent. Condition settings determine how the sequence you've designed actually function during a fight.

Hit Sequence

Example: Behind Punch
Condition 1 Facing Backward
Condition 2 None
Condition 3 None
Condition 4 None

Throwing Sequence

Example: Phoenix Dive
Condition 1 Throwing Distance
Condition 2 Enemy Facing Forward
Condition 3 Enemy Standing
Condition 4 None

Conditions List

None	Facing Forward
Not Occur	Facing Backward
Enemy Attack Miss	Enemy Down (Face Up)
Previous Attack Close	Enemy Down (Face Down)
Previous Attack Hit	Enemy Down
Previous Attack Normal Hit	Enemy In Air
Previous Counter Attack Hit	Throwing Distance
Enemy Standing	Sudden Death Only
Enemy Crouching	Male Enemy
Enemy Facing Forward	Female Enemy
Enemy Facing Backward	

5 DETAIL SETTINGS

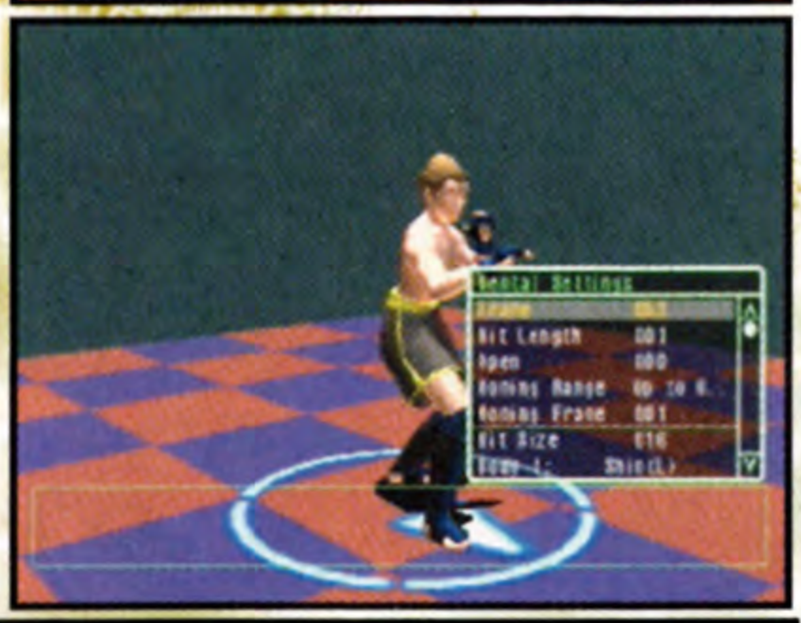
Select Detail Settings from the Sequence Command menu to set the details relating to the execution of a sequence (ex. Frame [moment of impact], SE [sound played upon making contact], etc.).

Set the details relating to the execution of a sequence.

• FRAME SETTINGS

The following detail options must be set for each sequence: Frame, Hit Length, Open, Homing Range and Homing Frame. {Pg. 17}

Detail settings in the Frame section are integral to proper sequence execution. Be sure it and the other detail settings are assigned in a way that compliments the selected sequence.



Advice

DOUBLE CHECK FRAME DETAIL SETTINGS TO ENSURE THEY COMPLIMENT THE SEQUENCE

Detail settings can be tricky to set exactly right the first time. Use the Test Play option to check these settings and see how they work. If adjustments are required, return to the Detail Settings section and make changes as needed. Testing the settings will ensure that your sequence plays out as intended.

• HIT SETTINGS

Make the appropriate adjustments to the following Hit settings to compliment the sequence: Hit Size, Body 1, Body 2, Body 1 Position and Body 2 Position. {Pg. 18}

Adjust the size of the character's Hit Point (represented by a yellow ball).

Advice

TRICKS TO SETTING HIT POINTS

In Fighter Maker 2, two Hit Points can be assigned to the character for each sequence. Setting one Hit Point as the character's wrist and another as their elbow equates to defing the entire forearm as the Hit Point.

• SETTING SE/SE 1&2

Make adjustments to these settings to determine the sound effects that occur during a sequence. {Pg. 19}

Assign up to two SE's per sequence.

Advice

THE NUMBER OF SOUNDS USED FOR A HIT AND THROW DIFFER

The number of SE that can be used in a Hit sequence differ from the numbers that can be used in a Throwing sequence. Up to two SE's can be assigned for each Hit sequence, five for a throw sequence. Sample the different sounds to choose ones that best compliment the selected sequence.

• SET SE's FOR WHEN A SEQUENCE CONNECTS AND WHEN IT IS BLOCKED

Set SE's for the following, depending on your opponent's status: Hit when standing, Hit when crouching, Counter hit, Standing enemy guard, and Crouching enemy guard. {Pg. 20}

Adjust SE's to take into account an opponent's status.

• ADJUST THE DETAILED SETTINGS FOR WHEN A SEQUENCE CONNECTS AND WHEN IT IS BLOCKED

Adjust the detailed settings relating to the opponent's status and keep in mind the nature of the selected sequence. {Pg. 19}

Refer to the sequences of a sample character if you are not sure how best to adjust these.

Advice

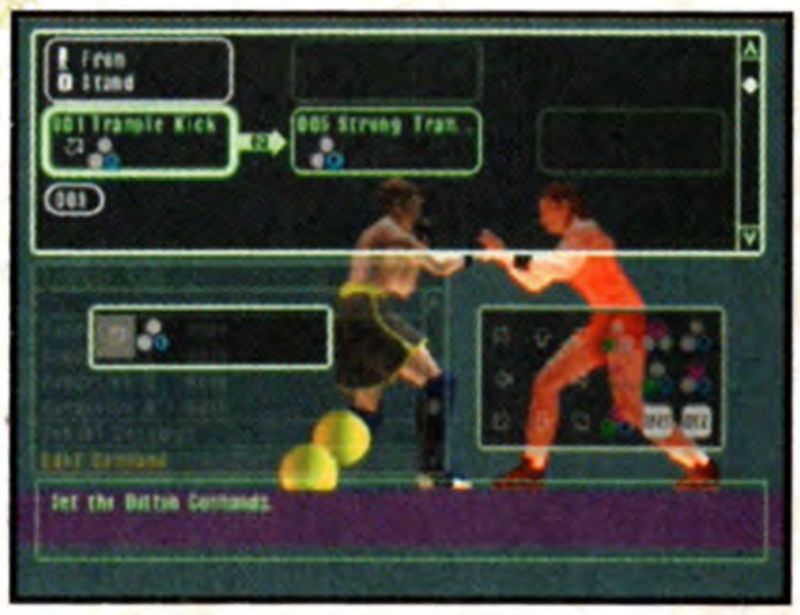
THROWS (HIT 1-5)

Instead of enemy status conditions (Hit when standing, ect.), Throws use the Hit 1-5 options. These options are used to set the details relating to different moments of contact that occur during a throwing sequence.

• SETTING COMMANDS

Set the button input commands used to execute a sequence by selecting Edit Command from the Sequence Command menu. Each sequence can be assigned a maximum of five directional button inputs and one button input for a total of six button inputs. The last button input command in all sequences must be a button input.

Assign button input commands any way you prefer.



• SETTING COMMAND INPUT TIME

Use the ⬅➡ directional buttons to set the length of time within which the button input command can be entered in order to execute the sequence. Set a higher value to allow for time to input the command. Also set higher values for commands that require multiple inputs.

Test these settings using Test Play to ensure a good balance is achieved.

6 COMBO SEQUENCES

• SELECT AN EMPTY SEQUENCE COMMAND WINDOW

This section describes how to create the most glamorous of all fighting moves...the combo. To start, select a Sequence Command Window where a Hit is assigned. Next, select the Sequence Command Window to the right of the Hit sequence.

Press the ➡ directional button to select the second Sequence Command Window.

• SET THE SECOND SEQUENCE COMMAND WINDOW

Assign the sequence that you wish to link by selecting a move from the Motion List. Once set, the Combo option becomes available in the Sequence Command menu.

Simply select the sequences you want to link into a combo.

• ADJUST THE COMBO FRAMES

After selecting Combo, all that is left is to adjust the Combo Frame and Delay Frame menu options. {Pg. 16} Once these settings are assigned, the Combo sequence is complete.

The character pose displayed depends on the frame selected.

V. Test Play

1 EVALUATE THE BALANCE OF CHARACTER DESIGNS AND SEQUENCES USING THE TEST PLAY FEATURE

To evaluate a character creation, return to the main Edit menu and select a stage from the Test Play section. Use the Test Play options to aid you in your evaluation process {Pg. 31}.

Perfect your character creation using the Test Play option.

TEST PLAY FAQ

Q. Why isn't the Test Play opponent moving?
A. You must first load opponent character data.
Load 2P Character data from the main Edit menu in order to have an opponent that will fight back in the Test Play mode. {Pg. 34}

Q. How come the Test Play opponent does not get up when knocked down?
A. You must first set the Player2 Controller setting in the pause game menu.
When Test Play starts, the 2P character's default setting is player controlled (CONTROLLER). To have the CPU take over operation of the character, choose one of the CPU settings (EASY, NORMAL, HARD). {Pg. 34}

Q. Why didn't the sequence execute when I entered the button input command?
A. Double-check the Edit Command settings in the Sequence Editor.
Double check the button input command for the sequence you are trying to execute. Also, make sure the Pause Game COMMAND setting is turned ON so you can verify that the correct button inputs commands are being entered. (Edit Command - {Pg. 21}: Pause Menu - {Pg. 33})

Q. How come the sequence doesn't score a hit?
A. Double-check the Hit related settings for the selected sequence.
Check to make sure that Hit Point areas are properly assigned in the Body 1, Body 2 and Hit Size sections of the Detail Settings menu in the Sequence Editor. Turning on the Hit Area option from the Test Play Pause menu can also help you determine where a problem might exist. (Body 1 & 2: {Pg. 18}: Pause Menu: {Pg. 33})

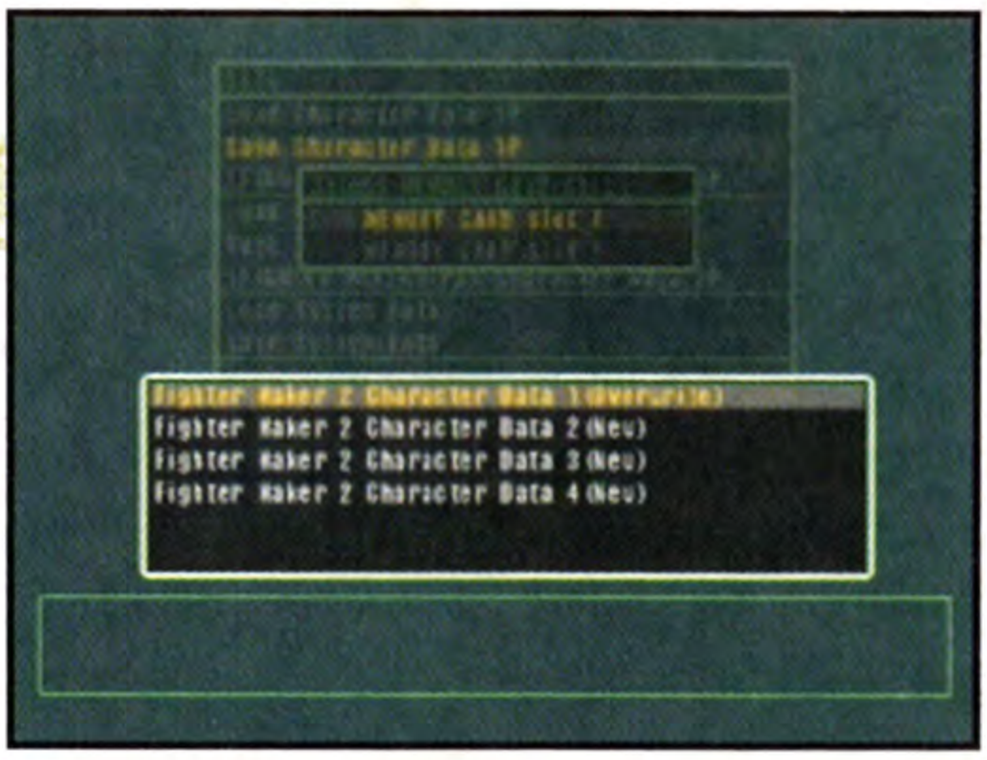
Q. There is a design problem with my sequence, what do I do?
A. View the problem sequence in the Motion Editor.
Check the sequence in the Motion Editor, frame-by-frame, in order to locate and address the design problem. Correct the problem using the Edit options. {Pg. 25}

VI. Complete Character Creation

SAVE YOUR CHARACTER CREATION

Once a character creation has been completed, or you need to end the design session, make sure to save your progress. Select Data from the main Edit menu in order to access the save game options. Save character depending on the controller selection (1P/2P) used when creating your character. Your character creation is now complete.

Up to four character creations can be saved on a Memory Card (8MB) (for PlayStation®2).



Fighter Maker Glossary

1P CHARACTER
The character on the left-hand side of the screen. This character is operated using the controller inserted into controller port 1.

2P CHARACTER
The character on the right-hand side of the screen. This character is operated using the controller inserted into controller port 2.

ATTACK TYPE
Point on an opponent where an attack will be focused. High, Middle, Low and Throw. {Pg. 16}

BASIC MOVEMENT
Character's position just before executing a sequence. A total of three sets of basic movements can be assigned per character. {Pg. 22}

COMBO
A barrage of attacks created by linking multiple sequences and entering the command for each in succession. {Pg. 50}

COMBO FRAME
The point (frame) in one sequence that is set as the starting point for the sequence that will follow it. {Pg. 16}

COMMAND
The button (controller) inputs required to execute a sequence. {Pg. 21}

COMMAND INPUT TIME
The amount of time within which a button command must be entered in order to successfully execute a sequence. Determined by a set number of frames. {Pg. 50}

CONDITION
Description of the character/opponent status conditions that must be met in order for a sequence to be executed. {Pg. 16}

COPY
A function used to duplicate a frame (pose). {Pg. 31}

COUNTER HIT
What occurs when one character's attack interrupts another character's attack midway through its execution.

DAMAGE
A numerical value indicating how much a character's life gauge is reduced when hit by an attack.

DELAY FRAME
A function used to determine the number of frames during which the command input for the follow-up sequence will be accepted. Used when creating combo attacks. {Pg. 16}

FACING BACKWARD
Indicates a starting position where the character is facing away from their opponent. {Pg. 48}

FRAME
The unit of motion within a character sequence. The illusion of movement is created by linking multiple frames of character poses that differ slightly from one to the next. One frame is like one page in a flipbook.

BLOCK
A defensive position used to deflect an attack.

HIGH ATTACK
An attack focused on an opponent's head/chest.

HIT SIZE
A setting used to determine how and where contact between two opponents occurs. {Pgs. 18, 48}

HIT LENGTH
Determines how long a hit point is maintained (in frames) at the point of contact. {Page 17}

HIT SEQUENCE
Basic attacks that make contact with an opponent: Punches, Kicks, etc.

HOMING FRAME
A setting that determines the number of frames over which a character's sequence is able to follow through on a moving opponent. {Pg. 17}

IK
Acronym for Inverse Kinematics. {Pg. 28}

KEY FRAME
An edited frame within a sequence and one that is a focal point indicating change in a character's motion. {Pg. 27}

LOW ATTACK
An attack focused on an opponent's waist/legs.

MIDDLE ATTACK
An attack focused on an opponent's chest/waist.

MOTION
A character's movement.

OPEN
A time period after an attack or block, during which a character is unable perform any motion. {Pg 17}

PASTE
A function used to move copied data to a new location. {Pg. 31}

PAUSE MENU
Displayed by pressing the SELECT button during game or test play. Features various setting options. {Pg. 33}

PLAY GAME
Main game play option in Fighter Maker 2. {Page 7}

PROFILE
A character's personal data. Name, birth date, etc. {Pg. 10}

REDO
The process whereby the last change that was removed from a sequence (using UNDO) is reinstated. {Page 43}

SAMPLE CHARACTER
One of the six preset character creations available in Fighter Maker 2.

SE
Acronym for Sound Effect. Use this option to assign sounds to a sequence. {Pgs. 19, 20}

SPLIT
A function used to divide the screen into four separate displays. {Pg. 14}

START POSITION
A character's initial stance that is visible at the beginning of a sequence. {Pgs. 15, 27}

SUDDEN DEATH
The determining round in a match where both opponents are tied.

TEST PLAY
A game-play function used to test the design and balance of character creations. {Pg. 33}

THROW SEQUENCE
A attack sequence where an opponent is grabbed by the character and thrown. These moves cannot typically be blocked.

UNDO
The process whereby the last change made to a sequence is rescinded. {Pg. 43}

UP VECTOR
Numerical values relating to the joints of body parts on the character model. {Pg. 29}

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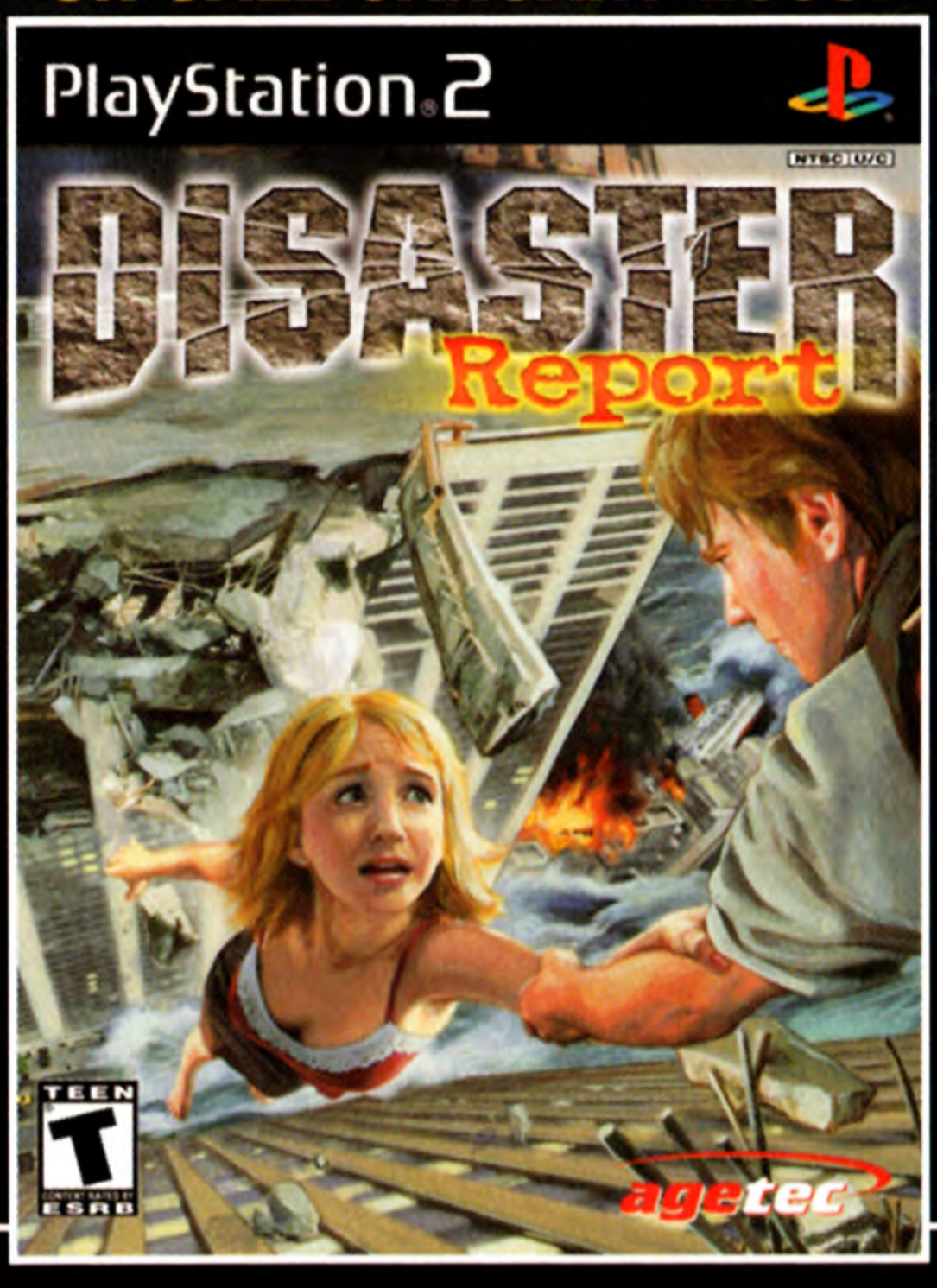

PlayStation.2

TEEN
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